History and Lore

World Climate and Culture

Eora is the common name of the world on which Pillars of Eternity is set. It consists of various continents and islands, including the Eastern Reach region where the events in this story take place. Eora's known history extends back as far as 12,000 years and is home to a multitude of races, ethnicities, and creatures that populate it.

This part of the world is in the southern hemisphere and has climates similar to those found in central and southern Europe. The locale includes mountains, rolling hills, and valleys, and borders on a sea. It's at about 16th century European level technology with full plate armor, galleons, simple wheellock guns (e.g., arquebus). Civilized art and architecture are Romanesque, Gothic, and Renaissance in flavor. Different humanoid cultures have lived in these areas for at least 5,000 years.

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History and Lore
Empires and Nations

Aedyr

(AH/EH-deer, Aedyran)

People from the expansive Aedyr Empire and its former colonies, Dyrwood and Readceras. Aedyr literally translates as “Many Deer,” but means “People of the Deer,” referring to a 2,500 year-old tribe that became a kingdom 600 years ago. It merged with the elven kingdom of Kulklin in 2399 AI. Among the Aedyr, there is no significant cultural divide between humans and elves. Because of their close contact and integration in spite of physiological differences (such as longer elven lifespans), their culture and legal system have developed a variety of unique concepts, such as the haemneg, or ceremonial marriage. Ethnic Aedyr (mostly humans and elves) have fair skin and a variety of hair and eye colors, with blue and green being common. Among other cultures, Aedyr clothing is known for being relatively simple in construction and often using large, colorful striped or checkered patterns for accents.

Dyrwood, Free Palatinate of

(DEER-wood, Aedyran)

The independent nation that was formerly a colony and later a large, remote duchy of the Aedyr Empire. Led by their duc, Admeth Hadret, the people successfully fought for their independence over an excessively burdensome campaign to colonize the dangerous ruins of Eir Glanfath. (Locals refer to the conflict as “the Liberation.” In history books, it is known as Hadret’s Rebellion.) Despite the fact that they are no longer, properly speaking, a palatinate (nor a duchy), the people of Dyrwood continue to refer to their home as a “Free Palatinate” out of pride. Most residents of the Dyrwood are Aedyr humans, elves, and dwarves, but many are also culturally integrated orlans or children of Glanfathan elves. Despite having fought a war with the Aedyr Empire in the past, they are now trading partners and have maintained few grudges. Their one continued point of contention is exploration and colonization of Eir Glanfath, which Aedyr continues to push through official and unofficial means.

Eir Glanfath

(EH-eer GLAHN-fath, Glanfathan)

The name natives give to an indeterminately old elven kingdom that covered the entire forest southeast of the Bael River. Though they were not technologically advanced compared to contemporary civilizations, they had accomplished a number of architectural and astronomical feats that explorers and scholars are still trying to understand. Whatever the extent of Eir Glanfath’s kingdom was, its ruins had been abandoned for centuries, possibly even millennia, before Vailians or Aedyr arrived in the area (though some evidence suggests that boreal dwarves and aumaua from far south did trade with them in the distant past). The so-called “Glanfathan” elves in the forest seemed to have no cultural connection to the kingdom and were living in nomadic communities instead of the old structures. Eir Glanfath’s ruins are not understood by anyone, and early misinterpretations over their significance resulted in two small-scale conflicts: The Broken Stone War and The War of Black Trees, the latter of which ended with a fire that consumed a vast section of the Dyrwood.

Readceras, The Penitential Regency of

(RAY-ahd-seh-rahs, Aedyran)

The ecclesiastic nation that was formerly an Aedyr colony and later an independent theocratic dictatorship (the Divine Kingdom of Readceras). Two centuries ago, a popular religious movement took hold in the countryside, in part sparked by the collapse of the nation’s vorlas (purple dye-producing plant) market, its resultant poverty, and general civil unrest. The leader of the movement was a farmer named Waidwen who claimed that the Aedyr god of light, Eothas, had appeared to him in the night and told him to punish the colonial governor for leading the people to ruin. Waidwen’s success led to his apparent transformation into a living vessel for Eothas, after which he became the first and only “divine king” of the country. His rule produced a subsequent purge of heretics and followers of other faiths across the nation. Events related to this purge led to the Saint’s War with Dyrwood, which informally ended in 2618 AI when Waidwen was apparently destroyed by a massive bomb north of Halgot Citadel (popularly renamed Godhammer Citadel).

Vailians

(VAY-lee-ahns, Vailian [non-standard “ai” pronunciation])

Most Vailians come from the Vailian Republics, a federation of independent city-states made up of former colonies from the Grand Empire of Vailia. They are a powerful mercantile force in the southern hemisphere, trading with more partners than any other nation or empire. Five cities are considered “grand” republics and have greater voting power in their electoral council: Spirento, Ancenze, Selona, Ozia, and Revua. The federation is widely known for its access to most major commodities in the world, including slaves, and for its habit of impressing (abducting) foreigners into service on their naval vessels. Ethnic Vailians (humans and a small number of dwarves) have dark brown skin and tightly spiraled, dark brown hair. They most commonly have brown or black eyes, but occasionally have green, hazel, or grey eyes. Vailians pride themselves on their well-made and intricately-decorated clothing, often made with rare materials and dyes to which they have easy access.

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History and Lore

Eastern Reach

The Eastern Reach is a region in the southern hemisphere, named so by Aedyran colonists. It is the part of Eora in which Pillars of Eternity takes place, an area maybe a little smaller than real-world Spain. The local cultures are roughly based on 16th century medieval technology levels, where magic and power are determined by the quality of a person's soul. Most common folk live in rural areas and survive through subsistence agriculture and related activities (e.g., wool production).

Notable Locations

Anslog's Compass

Named for a rocky stretch of land that theoretically resembles a sundial, this lagoon provides decent fishing for both brave Dyrwoodans and a local contingent of Xaurips. More than one ship has met its end upon the nearby reef, and debris occasionally washes ashore from the wreckage.

Defiance Bay

Capital and largest city of the Free Palatinate of Dyrwood. Located on the west coast, the port city is gateway to the riches of Eír Glanfath.

Dyrford

Small, isolated town in the Dyrwood on the bank of the Bael River.

Gilded Vale

Grain producing town northwest of Defiance Bay.

Caed Nua

A Stronghold above the Endless Paths of Od Nua.

New Heomar

A port city in the northern part of the Free Palatinate of Dyrwood.

New Yarma

City near the border to Readceras.

Mercy Vale

A village that was destroyed during the Saint's War.

Twin Elms

Glanfath City, unique mixture of ruined architecture from an ancient civilization with a layer of Viking-inspired Glanfathan buildings.

Godhammer Citadel

St. Waidwen was apparently destroyed by a massive bomb north of this location. After this event, the citadel was renamed from Halgot Citadel to Godhammer Citadel.

White March

Mountain range northeast of Eír Glanfath.

Durgan's Battery

Abandoned dwarven fortification high in the White March that had a large number of siege engines in it.

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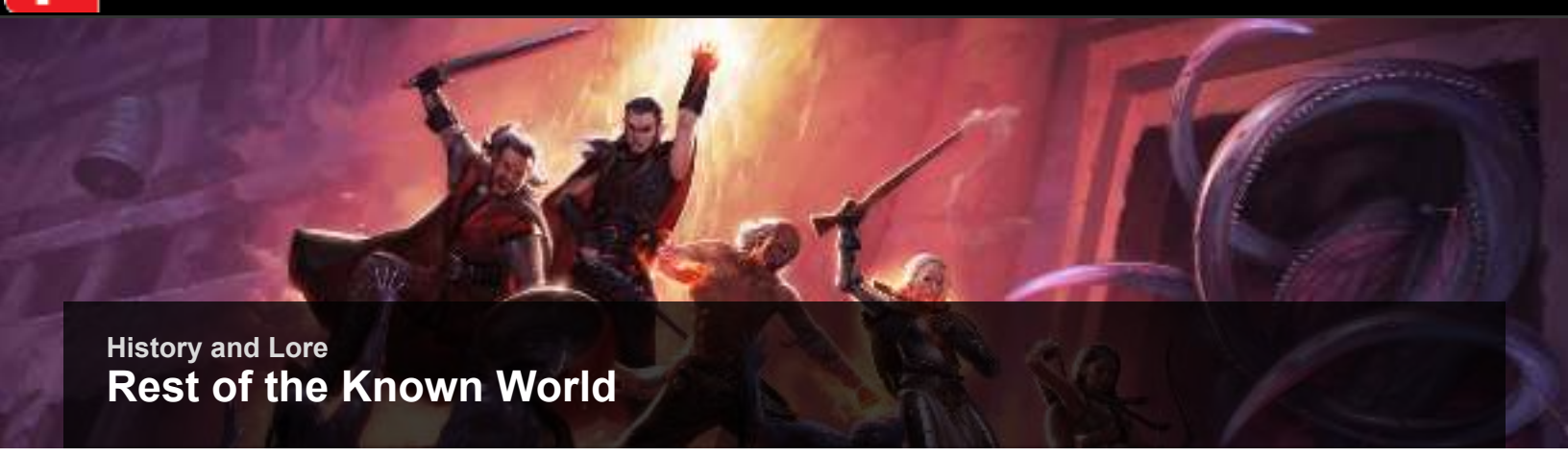

History and Lore
Rest of the Known World

Aedyr Empire

Located on the equator, thousands of miles across an ocean west of its former colonies in the Eastern Reach (Dyrwood and Readceras). Overwhelmingly human and elven population.

Deadfire Archipelago

A wide archipelago of small volcanic island nations, located far to the south of the Eastern Reach.

Naasitaq

Home of many boreal dwarves and aumaua, this is the biggest and most stable nation in the Deadfire Archipelago.

Ixamitl Plains

Northeast of Eir Glanfath, the Ixamitl Plains are large expanses of fertile savannas. Mostly occupied by humans and orlans, though the orlans have a bad history with the humans.

Rauatai Gulf

Located in the northern hemisphere, this is the gulf to the north of Ixamitl Plains—the trade center for several nations of aumaua, orlans, and dwarves. The land is rich with resources, but hotly contested. The whole region is also relentlessly pummeled by storms for half the year.

Rauatai

Aumaua dominated culture that has the most powerful navy in the gulf.

The Living Lands

A frontier island area in the far north—a land of wild weather, strange beasts, and hundreds of difficult to reach valleys containing oddities never before seen by mortals. The racial mix in the area is extremely diverse, but not necessarily harmonious. Dwarves, propelled by their desire to explore, are very common here, even among the mix.

The White that Wends

A huge southern expanse of polar ice occupied only by pale elves, some boreal dwarves, and a few really brave individuals from other lands. It is considered mythic—or at least inhospitable—by most people from other areas. Virtually no plant life grows in the White, but somehow its residents manage to survive from year to year.

Old Vailia

Once the crown jewel of the southern seas, the crumbling island nations of Old Vailia sit thousands of miles to the southwest of their offshoot, the Vailian Republics. Humans and dwarves are common.

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History and Lore

Society

Most residents of the Dyrwood are Aedyr humans, elves, and dwarves, but many are also culturally integrated orlans or children of Glanfathan elves. Although slavery is no longer legal in the Dyrwood, many Glanfathan orlans and a few elves still work/serve in a state that is little better than slavery. Because Dyrwoodans sneer at appeals to authority, locals who dislike the state of affairs often feel that they have to take care of it themselves or do nothing at all (usually the latter).

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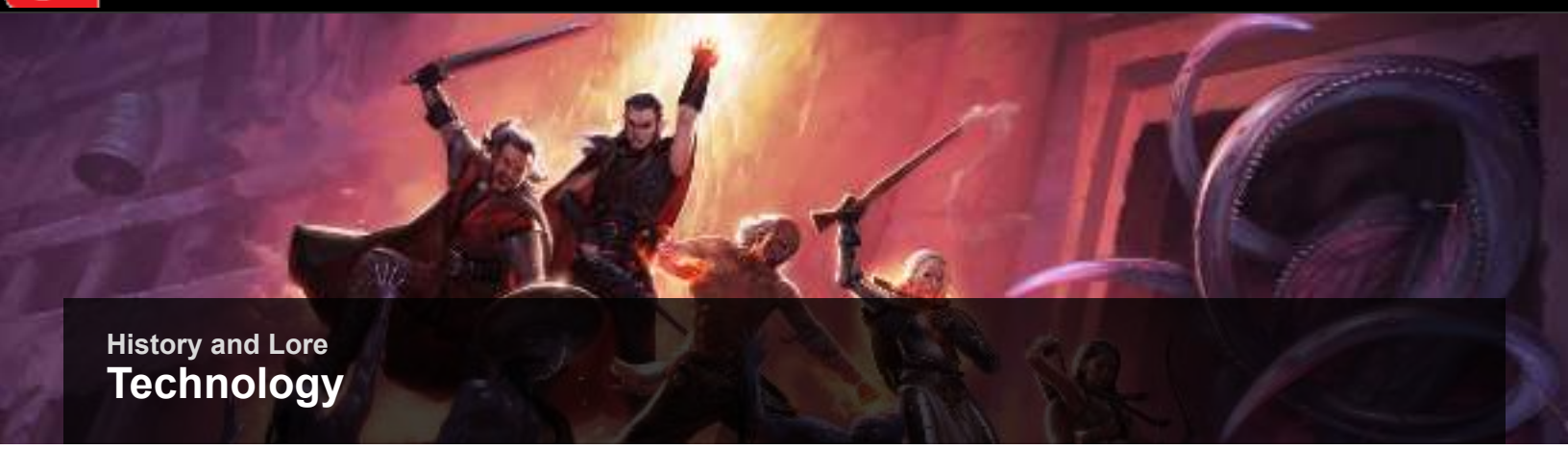

History and Lore
Technology

The cultures in the world of Pillars of Eternity are in a variety of different technological states. Though some remote civilizations are still in the equivalent of Earth's Stone Age or Bronze Age, most large civilizations are in the equivalent of Earth's high or late Middle Ages. The most aggressive and powerful civilizations are in the early stages of what would be our early modern period, technologically, even if they are not culturally undergoing "Renaissance"-style changes.

For most large civilizations, this means that all of the core arms and armor of medieval warfare have reached a high level of development: full suits of articulated plate armor, a variety of military swords, war hammers, polearms (e.g., spears), war bows, crossbows, and advanced siege weaponry. Architecturally, these cultures also employ technologies found in Earth's Gothic buildings, allowing them to create towering vertical structures. Notably absent is the printing press, which means that knowledge is not as easily disseminated among the populace. Books are handmade in scriptoriums and similar locations and they aren't cheap.

The most recent technologies seeing use in the world are ocean-going carrack-style ships and black powder firearms. Cultures with large navies and mercantile traffic are exploring the world, which has led to contact with previously-unknown lands and societies and settlement in new areas. Despite their intense drive, these explorers have been restricted from aggressive long-range exploration by monstrous sea creatures that pose a lethal, seemingly insurmountable threat to even the stoutest, most well-armed ships.

The world of Pillars of Eternity is one with limited medicine and medical understanding. Remedies for health problems often have only a palliative or placebo effect at best, owing their continued use more to folk beliefs and tradition than any basis in scientific methodology. Though soul-based magic has helped the great exploring cultures from suffering massive pandemics and has helped some individuals overcome illness over the long-term, there is no quick magical "cure" for disease or illness. Most people go through life and death in the ordinary way—unless they put themselves in harm's way, that is.

"Godhammer" Bomb

The "Godhammer" bomb was a device used to kill the manifestation of Eothas (St. Waidwen) and brought an informal end to the Saint's War. It was created in secret by engineers, priests of Magran, and "others" at Halgot (later "Godhammer") Citadel in preparation for an expected march on the Dyrwood by St. Waidwen himself.

Animancy

Animancy is the field of study that uses machines to examine essence (i.e., soul energy). Animancers are scientists that specialize in understanding how souls work. They tend to be mechanical inventors and tinkerers since so much of animancy is only possible through technology. Most of them also advocate using technology to manipulate souls with various goals. While it is not inherently evil, its purview of control over our soul and possible life/death is a sensitive subject for many. Some Animancers even capture souls when a person dies and use the captured soul to create a construct. Some regard this as attempting to disrupt the natural cycle of life and death and consider this practice as engaging in necromancy.

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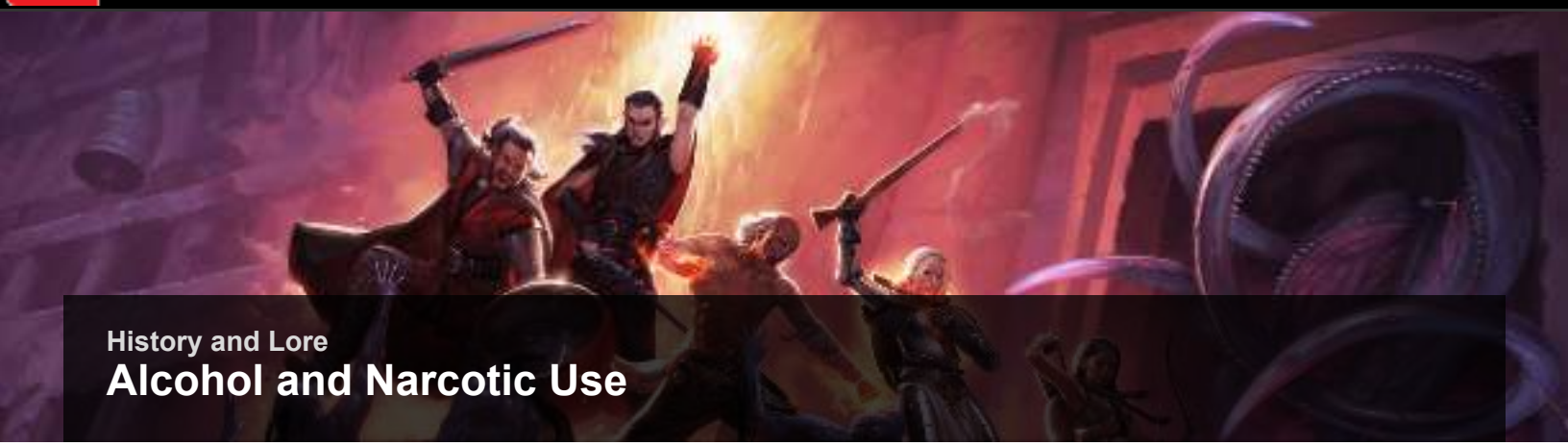

History and Lore

Alcohol and Narcotic Use

Alcohol is relatively uncommon in the Dyrwood, often considered a dangerous byproduct of agriculture rather than a desirable commodity. Beer and ales are deemed tolerable (generally with very low alcohol by volume), but most folk frown on mead and hard spirits unless they are used for special purposes (as they are by Glanfathans). Wines are non-existent because grapes are unknown in the Dyrwood or any of the colonial territories.

Culturally, Aedyrans are generally uncomfortable with the use of alcohol and tend to be inexperienced with its effects. Vailians and Dyrwoodans are more comfortable with it, but still tend to be bowled over by hard spirits. Glanfathans are the most inured to the effects of alcohol because of ceremonial use, but also tend to be the strictest about its recreational use (not in laws, but in attitude).

Light narcotic use is more widespread. The most common places for consumption are still taverns where people are likely to consume beers and ales alongside some smoked, ingested, or imbibed narcotics. Violent drunkenness is considered “bad” by most cultures and the general lethargy of narcotics is preferred.

Svef

Svef is the Aedyran name for a potent narcotic produced from the berries of small shrub that grows in the dry, distant mountains of Tal Kness. Svef produces hallucinations and, according to some, allows users to actually see their own soul. The narcotic was introduced to the Aedyr long ago, but it is used more frequently in the Dyrwood due to its heavy trafficking by Vailian merchants.

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History and Lore
Religion

People worship many gods, but usually the ones who are most associated with their way of life. For instance, farmers may worship gods of light, growth, or storms, while warriors might pay homage to gods of battle or fortune. For some, this worship is a matter of respect and tradition. They consider their deities to be their creators and they follow these gods because they believe that disrespecting them could bring dire consequences.

For others, religious worship is a matter of karmic self-interest. Such individuals hope that their deity will favor them and place their soul in the body of someone who will live a good life. For such people, choosing not to worship is to risk spiritual confusion, aimlessness in the afterlife, or a fate of ending up in the “lottery of souls,” which could leave the individual’s soul in a much worse state than it was before death.

Beyond their primary deities, most people say a prayer to the appropriate god when the circumstances are right. Farmers will pray to a god of battle when their lands are invaded and warriors will pray to a god of growth when they’re starving in the wilderness.

RELIGION AND LOCALE

Sometimes the same god—or gods—may have a different identity in a different part of the world. The most notable example of this is the god of life and death, called Berath in Aedyran and Cirono in Vailian

Deities

	Abydon	Patron of the Knights of the Crucible.
	Berath	God of cycles, doors, and death
	Eothas	God of light and redemption
	Galawain	God of the hunt, in all its forms.
	Hylea	Goddess of birds and the sky.
	Magran	Goddess of fire and war
	Ondra	Goddess of water and the moon.
	Rymrgand	God of death, famine, plague, or simple bad luck.
	Skaen	God of secret hatred, resentment, and violent rebellion.
	Wael	God of dreams, secrets, mysteries, and revelations.
	Woedica	Goddess of law, memory, rightful rulership, and vengeance.

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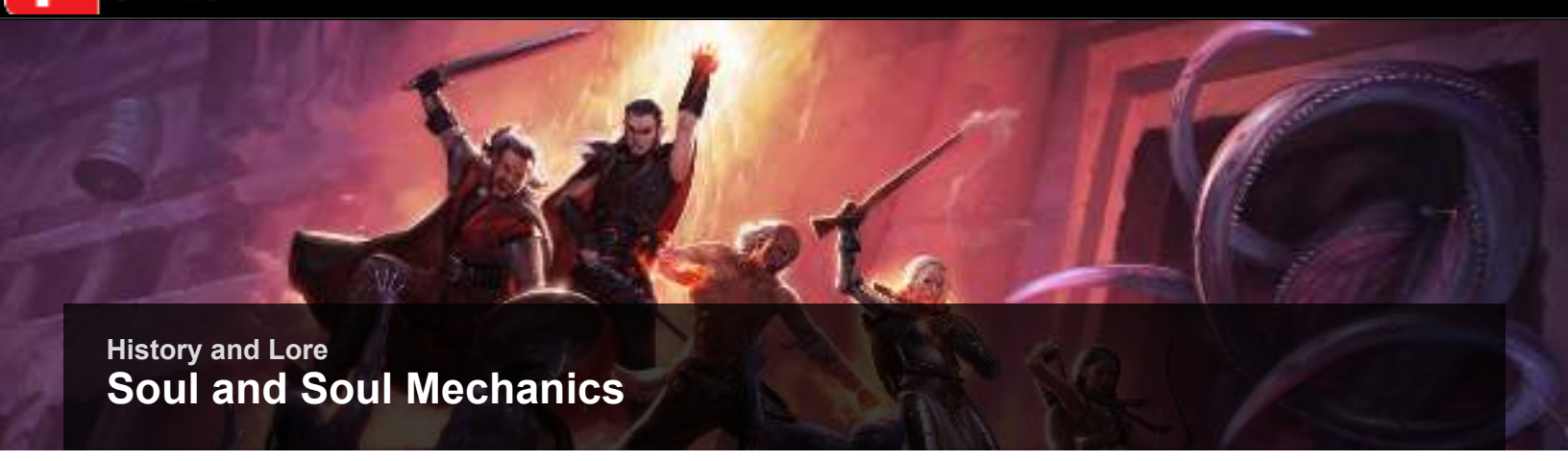

History and Lore

Soul and Soul Mechanics

While mortals do not understand all of how souls “work,” what is known is that sapient souls move through an endless cycle of waking life and purgatorial slumber among the gods. Most times this metaphysical rest lasts for several years, but it can also be very brief, with a soul reincarnating immediately. The process of reincarnation is not perfect, however. Souls can experience “fracturing” over generations, transforming in myriad ways, and not always functioning properly. Certain cultures or individuals may place high values on various soul characteristics. Some of these characteristics include “strong” souls, souls with a “pure” lineage, “awakened” souls (meaning souls that can recall past lives), “traveled” souls (souls that have drifted through various divine realms), or souls that coexist in a single body. However, the opposite is also true, resulting in discrimination and sometimes outright violence.

Through a variety of techniques (e.g., martial training, meditation, ritualistic evocation, and mortification of the flesh), some individuals are able to draw upon the energy of their soul to accomplish extraordinary feats. These abilities range from the mundanely superhuman to the explosively magical. Having a strong soul seems to make this easier, but sometimes even people with fragmented souls are able to accomplish the extraordinary. The individual’s body seems to act as a conduit and battery for this power, drawing in replenishment from seemingly omnipresent “fields” of unbound spiritual energy in the world around them.

Whatever the fundamental nature of mortal souls is, the people of the world accept the reality of what they have observed: that all mortal bodies contain perceptible energy bound to the individual, and that once they die, their energy will move forward in the eternal cycle that they are all a part of—and that, as far as they know, they have always been a part of.

Following the War of the Black Trees, Dyrwoodan Animancers learned that some old and large trees in Eir Glanfath have souls. Animancers categorized souls held within a physical vessel as “housed” souls.

Biawac

The most feared phenomenon of Eir Glanfath, biawacs are “spirit winds” that rise up in cursed ruins, shearing souls away from the bodies of their owners. They appear suddenly and without warning, leaving victims little hope of escape. Strong-souled people are not harmed by biawacs, but affected individuals are instantly reduced to a catatonic state. The discovery of numerous biawacs in Eir Glanfath during its early exploration resulted in thousands of Aedyr deaths.

The Wheel of Life and Death

All things that live have souls. Death releases all souls. If souls pass to the Beyond, they may be ordered by the gods according to faith, works, and the unknowable will of the divine. These souls find new lives according to their order. This is “The Wheel” and widespread faith in the truth of its message is what sustains most organized religions. Plants live, birds live, and people live because they have souls. There is an order and reason to why each creature has their soul. To go against The Wheel is to go against natural and divine order. Some people believe in The Wheel as an observable mechanism, but debate whether or not it is a designed mechanism (i.e., by divine intelligence and will for an intended purpose).

Necromancy

Individuals attempting to disrupt the natural cycle of life and death are considered to be engaging in necromancy. Various methods to break this cycle include speaking with the soul of a dead mortal, attempting to tap into the unconscious past lives of a living soul, or binding either soul energy or a complete soul inside of a dead body. Depending on the culture, these acts are viewed with differing levels of criticism. Many folk share the interest of necromancers and would like to understand more about the eternal cycle, but are also afraid of what they might learn. Some extremists are opposed to any and all necromancy, and tales say that a quiet and powerful cult has worked for centuries to discredit, trap, and even murder necromancers for their efforts. To the people who oppose necromancy with such violent passion, mortal understanding should have limits, and they fear the consequences for the world should those limits be unraveled.

The Beyond, The Veiled, or Hel

This is where many people believe the gods live and where souls go (assuming they are not lost souls). They consider this a place outside of the physical world that does not correlate to real space, but that metaphysically is within the world. In reality, it is inside the world. In common speech, this is called “The Beyond” or “The Veiled” (by Glanfathans). In Eld Aedyran, it is simply called “Hel.”

Lost Soul

Lost souls are “unhoused” anima (i.e., not contained in a physical vessel), but have not moved into the Beyond. A lost soul may retain awareness and memory or it may be badly fractured. To each other (or to a Watcher), they can take the anima-composed physical form that housed it in life or it can appear as a formless volume of pure anima energy. They are completely invisible and undetectable to ordinary mortals, and mortals are completely invisible and undetectable to them. Lost souls navigate the world via living Adra, which acts as a beacon to them, and via Watchers, who passively illuminate the world to lost souls. Lost souls always have the ability to pass through the Veil, but for a variety of reasons, choose not to.

Soul Fragments

These are broken pieces of either lost souls, or souls that have passed beyond the Veil. They are pieces of a soul and, as such, contain incomplete memories, vague awareness, and confused volition. In some rare instances, soul fragments stay in the physical world (e.g., blights), but in most cases, they become floating particles of soul energy that occupy the same middle ground between the physical world and Hel as a lost soul.

Soul fragments look like shards or chunks of a person—not in a gory sense, but like they are a piece of glass broken off of a statue. Most soul fragments are extremely small, virtually invisible to the naked eye. Badly fractured souls could be as large as half of a person, though this is uncommon. Soul fragments rarely pass beyond the Veil. They are commonly used to power wizards’ grimoires and chanters’ chants—the former absorb them into their grimoires and redirect the energy, the latter call upon their ancestral memory to invoke effects.

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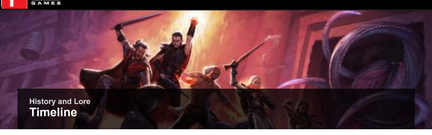

Timeline

Pre-history

Academics believe that pale elves (Glamfellen) left the northern hemisphere at least 9,000 years before the countdown. 1,200 years ago civilization was still extremely modest, not advanced.

Circa 300 AI

A tribe is formed by the human hunter society, known as "People of the Deer" (Aedyr) on a continent to the west of Dynwood.

Circa 800 AI

The order of palace guards Darcozzi Paladini is formed.

The Glanfathans occupy Eir Glanfath.

Circa 1300 AI

Foundation of Grand Empire of Vailia.

Circa 2200 AI

The "People of the Deer" form the Aedyr Kingdom.

2260 AI

A group of Animancers in the Aedyr Kingdom transfers a soul into a dead body.

Animancy is outlawed in the Aedyr Kingdom.

2399 AI

The human Aedyr Kingdom merges with the elven kingdom of Kuiklin, forming the Aedyr Empire.

2508 AI

Old Vailia suffers from a Lover's Tide.

Glanfathan astronomers discover Cawidha Debh.

2602 AI

The Aedyr Empire expands east over the ocean, in a colonization effort in the Dynwood region.

2623 AI

The Aedyr Empire founds the first permanent colony in the Dynwood region.

The Grand Empire of Vailia expands north over the ocean, establishing the city states that would later become the Vailian Republics.

2626 AI

The Broken Stone War occurs.

2628 AI

Edrang Hadret becomes the new gréf of the Dynwood.

2631 AI

The attacks of the Glanfathan against the Dynwoodan ends.

2643 AI

Eothasian pilgrims, established colonies and vorlas farming operations in the territory of Readceras.

2648 AI

The Grand Empire of Vailia (Old Vailia) collapses, leading to war for dominance by the nations that once made up the empire.

The Vailian Republics become independent.

2652 AI

The War of the Black Trees occurs.

2654 AI

Edrang Hadret dies.

Admeth Hadret becomes the new gréf of the Dynwood.

2654 AI

Admeth Hadret becomes the gréf palatine of the Dynwood, making the Dynwood a palatinate of the Aedyr Empire.

2662 AI

Ten Years Treaty is signed between the Dynwood and Eir Glanfath. The treaty outlaws slavery in the Dynwood and every slave is to be freed, but the owners will get money or land for their freed slaves.

2664 AI

Agents of the Aedyr Empire begin raiding the Engwithan ruins.

2665 AI

The agents of the Aedyr Empire are exposed.

2668 AI

A bloody revolution occurs in the Aedyr Empire duchy in the Dynwood, later named the War of Defiance.

Circa 2670 AI

The Irroccian calendar, based on earlier Vailian calendars, is invented.

2672 AI

The War of Defiance ends and the Free Palatinate of Dynwood becomes independent.

2681 AI

Animancy is studied again in the Dynwood.

2704 AI

An animancer working in Baelreach accidentally shatters the souls of about a dozen volunteers, who had been helping him. In retaliation for the deaths, the citizens of the area storm his house and kill him.

Most animancers move from the rural areas where they were studying and settle in Defiance Bay, many of them choosing Brackenbury as their new home of operations.

Circa 2723 AI

Durgan's Battery falls and with it the secret of making Durgan steel.

2737 AI

Some animancers enter the forbidden ruins of Eir Glanfath to further their research.

They discover some such sites have strange artifacts that seem to bear affinity to soul essence, and begin to prod at the devices for further insight. Even with continued research, they are unable to tell quite what they have discovered.

Eventually, they are found out by the Glanfathans and executed according to Glanfathan tradition.

The duc of the Dynwood makes proclaims, that the study and practice of animancy on, or even near, the sacred Glanfathan sites, would be punishable by death.

2780 AI

The Dynwoodan government allows some animancers to begin training and experiments in conjunction with the Glanfathan 'mind hunters.'

Some animancers gain limited access to some of the training sites where the Glanfathans practiced.

2785 AI

Some brìshalgwin of Eir Glanfath receive training from Dynwoodan animancers.

A revolution occurs in the Aedyr Empire duchy north of the Dynwood.

The Aedyr Empire duchy north of the Dynwood declares independence, establishing itself as the Penitential Regency of Readceras.

2800 AI

Dunryd Row is founded.

2808 AI

The Saint's War informally ends when St. Waidwen is destroyed by a massive bomb north of Halgot Citadel.

Eothas stops communicating with his faithful.

2809 AI

The first Hollowborn are reported in the Dynwood.

Animancers in the Dynwood begin to implant animal souls in the Hollowborn. The children are called "saved."

2814 AI

The first "saved" child becomes a Wicht upon entering puberty.

2823 AI

Pillars of Eternity begins.

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Character Creation

Generate a New Ally

At the game's start, every player goes through the character creation process. This procedure is also repeated any time the player recruits a hireling. Creating a new party member can seem like an intimidating process, but the initial decisions don't allow players to make selections that negatively affect the character. As each character levels up, the player is given a chance to increase that character's abilities to customize them to his or her preferred playstyle. Some of these options work synergistically for certain character build types. Our recommendations are shown in the Class section.

Gender

Gender choice is purely cosmetic and has no mechanical impact on the game.

Male

The place of men in society varies from culture to culture. Cultures like Aedyr and the Dyrwood place them at the forefront of military, politics, and heavy labor. Among the tribes of Naasitaq, men perform many of the homesteading and organizational duties. In Eir Glanfath and Ixamitl, men and women have more fluid social roles. In all societies, there are exceptions to the rule, and men can be found in a wide variety of stations and professions.

Female

A woman's role in Eora is largely dependent on where she is from. In the Aedyr Empire, Vailian Republics, and the Dyrwood, women occupy many domestic, educational, and organizational roles. They are the primary hunters, soldiers, and leaders of the Naasitaq tribes. In Eir Glanfath and Ixamitl, women and men have more fluid social roles. In all societies, there are exceptions to the rule, and women can be found in a wide variety of stations and professions.

Race

Races and cultures do not directly overlap. While some cultures are dominated by a particular race, most major cultures in and around the Dyrwood have heterogeneous mixtures of races. In most cases, this means that race is less of a determining factor in identification than culture.

The cultures of Eora are historically peopled by a mixture of diverse racial backgrounds. This means that characters cannot be measured against any predetermined notions about dwarves, elves, or other familiar figures.

A dwarf from the Vailian Republic, for example, might have more in common with a Vailian elf than he or she would with a dwarf of the Deadfire Archipelago. While creating a character, and encountering others along the way, it is more important to consider the innate complexities of personal history and heritage.

There are six races to choose from: Aumaua, Human, Elves, Dwarves, Godlike, and Orlans. Once a race is chosen, the player selects a subrace to further define the character. If you ignore the obvious physical differences, the meaning behind the racial selection should be to consider the bonuses they provide.

ATTRIBUTE BONUSES

Each race grants attribute bonuses, and its subsequent subrace provides a unique passive ability. These are covered extensively in the Race chapter.

Class

Classes define the majority of abilities characters will obtain as they increase in experience. This is the largest decision in terms of playing style, so take a moment to scan through all the classes. There are 11 classes to choose from: Barbarian, Chanter, Cipher, Druid, Fighter, Monk, Paladin, Priest, Ranger, Rogue, and Wizard. All classes are available to members of any race. Each class has its own strengths and weaknesses.

Barbarian

Reckless and ferocious warriors from the more remote cultures found across the world. They have great group-fighting abilities, both melee offense and personal defense.

Chanter

Repositories of folk knowledge and common wisdom, tellers of tall tales and hallowed legends. They use their knowledge about old phrases to form chants during a battle. They have cycling lists of low power, high AoE passive buffs and debuffs, and they can periodically use powerful invocation spells.

Cipher

Can peer through the spiritual energy of the world to manipulate other souls. They are offensively-oriented psionicists/soulknives, who need to build up focus through conventional weapon attacks.

Druid

Animists with primal connection to nature, who can transform into mythical beasts. They have many Area of Effect spells that emphasize affliction-based effects. Their beast modes give them nice single-target strikes and gain special abilities associated with those beasts.

Fighter

Trained to use a wide variety of traditional melee weapons in combat. Fighters are extremely durable, reliable, and excel at holding positions.

Monk

Warriors that believe in the philosophy of flesh mortification. They absorb a portion of incoming damage and convert it into Wounds, which can be used to power soul-based abilities through their weapons. They are melee-focused but have a pretty wide variety of single-target and group attacks.

Paladin

Extremely devoted, often fanatical, soldiers who have pledged themselves to a chosen cause or organization. They can inspire nearby allies and have the ability to quickly assist their allies with targeted commands.

Priest

Priests turned the flame of their faith into a spark to ignite the power of their souls. They can cast prayers, faith-inspired miracles that aid their allies and punish their enemies.

Ranger

Rangers have the edge defensively due to range and the interference their Animal Companions can run.

Rogue

Rely on wits, speed, and subterfuge to achieve their goals. While they are known for their stealthy nature both in and out of battle, many of them are quite talented with machines and contraptions of all sorts. They have the highest single-hit damage potential and they have a lot of ways to qualify for Sneak Attacks.

Wizard

Men and women of high education and extreme mental discipline, if not always outright intelligence. They use grimoires to cast difficult and powerful spells that can damage many enemies or buff a single ally.

Attributes

Attributes are the measurements that define a character's inherent abilities. Six primary attributes are determined during character creation, and several attributes derived from those. When creating a character, the player is granted a pool of points to spend across these attributes. Depending on the choice of Class, the allocation of these points should change to coincide with the usage of that class. For example, a spell caster will need more points in Intellect while a fighter should put a lot of their focus on Might. Fortunately, the game provides pretty strong suggestions. It will highly recommend several attributes, which also have a gold star next to their name. Likewise, a silver star indicates another slightly less critical attribute.

Might

A character's physical and spiritual strength. Affects Damage with all attacks, Healing, and the Fortitude defense.

Constitution

A combination of the character's overall health and stamina. Affects Endurance, Health, and the Fortitude defense.

Dexterity

An abstraction of a character's hand-eye coordination, balance, and overall grace. It affects the character's Action Speed with all attacks, spells, and abilities and contributes to the Reflex defense.

Perception

A character's senses, as well as their instinctive ability to pick up on details. It contributes to the Deflection and Reflex defenses and grants a bonus to Interrupt.

Intellect

A character's logic and reasoning capabilities. It contributes to the Will defense and influences Durations and Areas of Effect for all Abilities and Talents.

Resolve

A character's inner drive, determination, and the emotional intensity they can project to others. It helps characters maintain Concentration and contributes to the Will and Deflection defenses.

Culture

Any race and class can be from any background. Culture generally precedes race, meaning it's more important where characters are raised than what race they were born into. Each culture gives a +1 bonus to a specific attribute and can be used to further enhance the attributes for a specific class build. Culture selection also affects the starting equipment the character receives. Early on, this is the player's only combat tool, but all starting gear will be replaced fairly soon.

Aedyr

The Aedyr Empire is currently the largest and most powerful force in this part of the world. It is centered around the equator and has a tropical climate. Though the empire has colonies in numerous areas of the world, Greater Aedyr is the heart of the empire and holds the majority of its human and elven nations.

Attribute Bonus: +1 Resolve

Deadfire Archipelago

Consisting of the Naasitaq nation, dozens of aumaua settlements, and hundreds of lawless, pirate-infested islands that stretch along the southern sea, Deadfire is home to boreal dwarves, aumaua, and a mixed variety of other races. Deadfire Archipelago is the “last stop” moving east since huge numbers of monstrous sea creatures infest the ocean beyond.

Attribute Bonus: +1 Dexterity

Ixamitl Plains

Located to the northeast of Eir Glanfath, the Ixamitl Plains are large expanses of fertile savannahs that are extensively farmed by human and some orlan residents. The Ixamitl culture is one of the oldest in the world, though one of the least imperialistic, having spread out little over the past several thousand years.

Attribute Bonus: +1 Resolve

Old Vailia

Once the crown jewel of the southern seas, Old Vailia is now the crumbled remnants of an empire of warring merchant nations. Counting many humans and dwarves among their ranks, the Old Vailian countries are still forces to be reckoned with and are proud of their rich cultural heritage.

Attribute Bonus: +1 Intellect

Rauatai

Dominated by the aumaua nation of Rauatai, the gulf itself is host to a number of nations, most of them aumaua, orlan, and dwarven. Though these countries are relatively young, they are some of the most advanced colonial settlements in the east. The gulf is a land of riches and resources for those who can take them, though the entire coast is often pummeled by violent storms.

Attribute Bonus: +1 Intellect

The Living Lands

This is the southern mountainous region of a large northern island renowned for its diversity of plant and animal life. Its weather is unpredictable and its ecosystems vary dramatically from valley to valley. The Living Lands are home to an oddball assortment of races in a variety of colonial and independent settlements.

Attribute Bonus: +1 Might

The White that Wends

The colorful name given to a large, cracked southern expanse of polar ice, the White that Wends is home to pale elves and small colonies of daring explorers, outcasts, and adventurers. While virtually no plant life grows in the White, it is home to many hardy species of dangerous animals that forage from the sea or eat each other to survive.

Attribute Bonus: +1 Dexterity

Background

Backgrounds are defined by large geographical regions. This selection is mostly for role playing purposes but it does provide bonuses to a player's Skills. The choice can be made to further enhance the starting Skills for a given Class.

TIP

Some backgrounds are only available to specific cultures.

Aristocrat

Culture: All except The Living Lands

Lore + 2

Your family belongs to the upper crust of society, and your upbringing provided you with many advantages over the lower born. You've had access to a first-rate education, and are no stranger to extravagant parties, dances, hunting for sport, and the political concerns of the landed nobility.

Artist

Culture: Old Vailia

Lore + 2

You were born with a natural grasp of aesthetics, and you've since cultivated it by endeavoring with your work to capture life in all its facets.

Clergyman

Culture: Aedyr

Lore + 2

You answered a higher calling, giving up the freedom of secular life for the spiritual rewards of devotion to the divine—a life of vestments and the study of holy texts and the spreading of the truths they hold.

Colonist

Culture: Aedyr

Old Vailia

The Living Lands

Skill Bonus: Survival + 2

You left your homeland some time ago, surrendering the familiarity of home for the great unknowns of the unconquered frontier.

Dissident

Culture: Aedyr

Ixamitl Plains

Old Vailia

Rauatai

Skill Bonus: Lore + 1 , Stealth + 1

You've never taken well to people telling you what to do. What began as a rebellious streak has developed into full-blown indignation for authority figures and power structures, and you've taken every opportunity along the way to express your dissenting opinions.

Drifter

Culture: Any

Skill Bonus: Survival + 1, Stealth + 1

It's a rare thing for you to stay anywhere for any length of time. You've passed from town to town, moving on when it suits you, the open road the closest thing you've had to a home.

Explorer

Culture: Deadfire Archipelago

The Living Lands

The White that Wends

Skill Bonus: Lore + 1, Survival + 1

Your whole life you've lived for the thrill of discovery and exploration, finding irresistible the siren call of the far reaches and unknown places of the world. Many live their lives perfectly content within the confines of one small town, but to you such a fate would've been a death sentence.

Hunter

Culture: All

Skill Bonus: Survival + 1, Stealth + 1

You've made your living in the wilds, dedicating your hours to perfecting the cadence of the hunt—the long intervals of stillness and waiting, the frantic exertions of the chase, the sudden punctuation of the kill.

Laborer

Culture: All

Skill Bonus: Mechanics + 1, Athletics + 1

Like many commoners of able body and apt mind before you, you learned a complex skill and then struck out on your own to ply your trade.

Mercenary

Culture: All except The White that Wends

Skill Bonus: Lore + 1, Athletics + 1

Combat ability of any kind is a skill in high demand in a world where much of the wilderness is untamed and many borders are contested. Battle is your trade, and you have thus far been fortunate enough to survive its perils.

Merchant

Culture: All

Skill Bonus: Lore + 1, Mechanics + 1

Whether it was a silver tongue, a head for numbers, an ability to appraise others, or simply happenstance, until recently you made your living as a merchant, parting person from coin in trade for your wares.

Mystic

Culture: The White that Wends

Skill Bonus: Lore + 2

There are those who find inspiration in books and houses of worship, and there are those for whom it is more personal—perhaps not even a choice at all. The spark of divine inspiration revealed a path to you, and since then you've traveled it in search of fulfillment.

Philosopher

Culture: Iximatl Plains

Skill Bonus: Lore + 2

Abstract thinking, the clash of ideals, notions of good and evil, right and wrong, and the pursuit of ultimate truth—these are the things that have always made your blood flow and your mind race, so much so that you've arranged your life such that you can while away your hours contemplating elusive answers and challenging accepted beliefs.

Raider

Culture: Deadfire Archipelago

Skill Bonus: Athletics + 1, Stealth + 1

You've always taken what you wanted—didn't matter what it was or who it belonged to. By most laws this is theft, but you've never had much use for any laws besides your own.

Scholar

Culture: Iximatl Plains

Rauatai

Skill Bonus: Lore + 2

You have always been dazzled by letters and numbers, facts and figures, problems and stratagems. In academics you found a way to surround yourself with what interested you, and since then you've largely spent your time trying to better yourself through the acquisition of knowledge.

Scientist

Culture: The Living Lands

Skill Bonus: Lore + 1, Mechanics + 1

The laws of the natural world are pieces of a puzzle to you, and you dedicated yourself to putting it together—unraveling its mysteries, revealing small truths to bring larger ones into focus.

Slave

Culture: Aedyr

Deadfire Archipelago

Old Vailia

Rauatai

Skill Bonus: Athletics + 1, Survival + 1

Few people truly understand what it feels like to be forced into the service of another, stripped of freedom and dignity alike, but until recently, this had been your lot in life—hard labor, chains, and the ceaseless gaze of a master.

Appearance

There are two major options to adjust the character's colors and head appearance. These options are purely cosmetic, but they can be very useful to craft a specific look. Also, tweaking the color palette can help characters stand out on the field of battle.

Next, choose a portrait. While it may not have any impact on the game's mechanics, this image is constantly displayed in the bottom-left corner. The portrait doesn't have to reflect any of the previous choices in terms of race, class, etc.

Voice

There are many choices for both male and female characters. Choose one that helps personify the character and one that rings true for the class, race, or culture.

Name

Last but not least is assigning a name to your new creation. Any name will do, but try selecting something that rings true for the character's personality.

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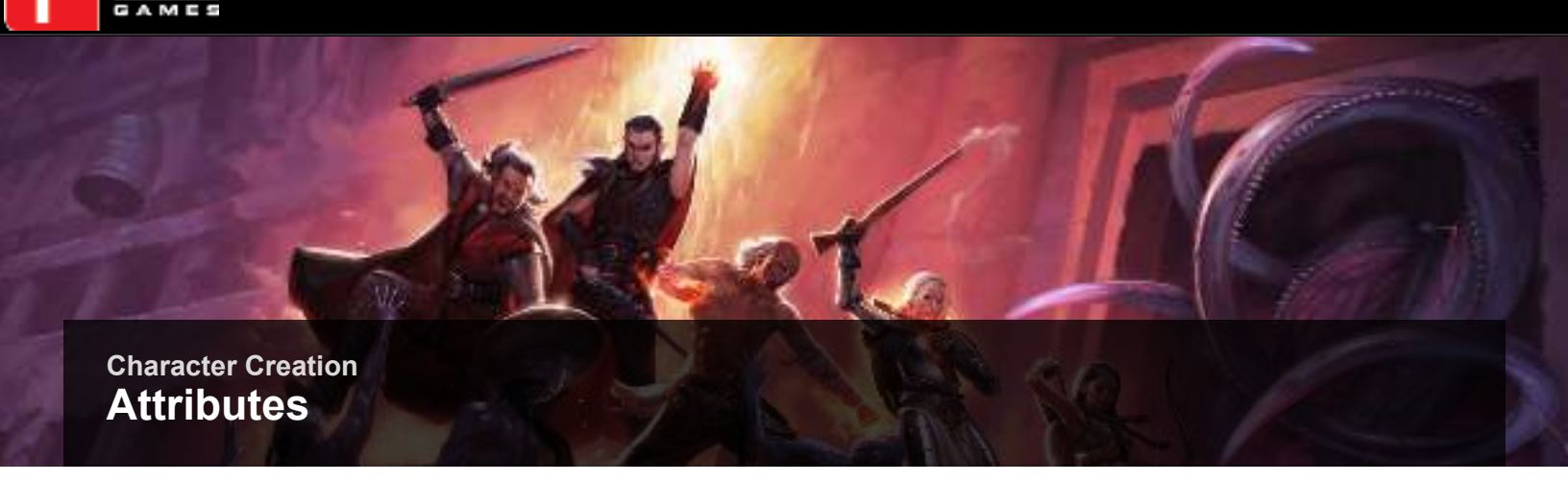

Character Creation
Attributes

Primary Attributes

Attributes take on the role of traditional inherent abilities. That is, they define the basic physical and mental capabilities of a character outside of their class and other related bonuses. There are six main categories of attributes, which we've listed here. These attributes are part of the character creation process and, therefore, are at the forefront of the player's awareness. However, there several other attributes that are derived from these core stats, as well as less obvious defensive properties. Primary attributes directly impact Stamina, Health, Accuracy, Deflection, Fortitude, Reflex, and Will.

Might

Bonus per point: +3 Endurance and Health, +2 Fortitude

Might represents a character's physical and spiritual strength, brute force, along with their ability to channel powerful magic. During interactions, it can be useful for intimidating displays and acts of brute force. In combat, it contributes to both Damage and Healing, as well as the Fortitude defense.

Dexterity

Bonus per point: +3% Action Speed and +2 Reflex

Dexterity is an abstraction of a character's hand-eye coordination, balance, and overall grace. In interactions, it can be used for sleight-of-hand and fast reactions. In combat, it affects the character's Action Speed with all attacks, spells, and abilities and contributes to the Reflex defense.

Constitution

Bonus per point: +2% Endurance, +2% Health

A combination of the character's overall health and stamina. Although it's not used much in interactions, it is sometimes checked to withstand pain or endure a physically taxing ordeal. In combat, it affects maximum Health and Endurance and contributes to the Fortitude defense.

Perception

Bonus per point: +3 Interrupt, +1 Deflection, and +2 Reflex

Perception represents a character's senses, as well as their instinctive ability to pick up on details. In interactions, it can be used to catch someone in a lie, to make an observant comment about their appearance, or to notice something happening in the background. In combat, it contributes to the Deflection and Reflex defenses and grants a bonus to Interrupt.

Intellect

Bonus per point: +6% Area of Effect,+5% Duration, and +1 Will

Intellect represents a character's logic and reasoning capabilities. In interactions, it can be useful for deduction, sudden realizations, and problem-solving. In combat, it contributes to the Will defense and influences Durations and Areas of Effect for all Abilities and Talents.

Resolve

Bonus per point: +3 Concentration, +1 Deflection, and +2 Will

Resolve reflects a character's internal drive, determination, fearlessness, and the emotional intensity they can project to others. It can be useful for mental intimidation, leadership, and convincing performances. In combat, it helps characters maintain Concentration and contributes to the Will and Deflection defenses.

Situational Use

Conversational

Attributes can be used in conversation to provide additional dialogue options. If the party doesn't meet the required check, the option is listed in red and is not selectable. In this sense, having relatively high attributes scores amongst a party is a type of reward to allow players to select choices that generally have a better outcome.

Interaction

Attribute checks can also be used in scripted interactions as an alternate way to solve a problem. If the party cannot make a skill check, they may be allowed to try a different action that uses an attribute. Because attributes have benefits outside of scripted interactions, the requirement for an attribute alternative is usually proportionally higher than the skill requirement. For example, the party might not be able to make a skill check to open a door, but if they have enough Might, they could break it down.

Character Ability Scores

Score	Might Damage and Healing Bonus	Might Fortitude Bonus	Constitution Endurance and Health Bonus	Constitution Fortitude Bonus	Dexterity Action Speed Bonus	Dexterity Reflex Bonus	Perception Interrupt Bonus	Perception Deflection Bonus
1	-27	-18	-27	-18	-27	-18	-27	-9
2	-24	-16	-24	-16	-24	-16	-24	-8
3	-21	-14	-21	-14	-21	-14	-21	-7
4	-18	-12	-18	-12	-18	-12	-18	-6
5	-15	-10	-15	-10	-15	-10	-15	-5
6	-12	-8	-12	-8	-12	-8	-12	-4
7	-9	-6	-9	-6	-9	-6	-9	-3
8	-6	-4	-6	-4	-6	-4	-6	-2
9	-3	-2	-3	-2	-3	-2	-3	0
10	0	0	0	0	0	0	0	0
11	3	2	3	2	3	2	3	1
12	6	4	6	4	6	4	6	2
13	9	6	9	6	9	6	9	3
14	12	8	12	8	12	8	12	4
15	15	10	15	10	15	10	15	5
16	18	12	18	12	18	12	18	6
17	21	14	21	14	21	14	21	7
18	24	16	24	16	24	16	24	8
19	27	18	27	18	27	18	27	9
20	30	20	30	20	30	20	30	10
21	33	22	33	22	33	22	33	11
22	36	24	36	24	36	24	36	12
23	39	26	39	26	39	26	39	13
24	42	28	42	28	42	28	42	14
25	45	30	45	30	45	30	45	15
26	48	32	48	32	48	32	48	16
27	51	34	51	34	51	34	51	17
28	54	36	54	36	54	36	54	18
29	57	38	57	38	57	38	57	19
30	60	40	60	40	60	40	60	20

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Character Creation
Vitality

Vitality – Endurance and Health

Character's vitality is represented by two values: Endurance and Health. It is the measure of how much punishment a character can withstand before going unconscious, maimed or dying.

Endurance

Represents resistance to short-term injury or how much general abuse a character can withstand before they are knocked unconscious. Endurance is relatively easy to replenish or regenerate through items, abilities, and spells. These can be used on the battlefield to turn the tide of combat. Once combat has ended, Endurance replenishes quickly.

The majority of damage a character takes applies to Endurance. If a character loses all of their Endurance, they will be knocked unconscious and will die unless tended to. An unconscious character cannot move or take any actions. However, some abilities allow characters to revive an unconscious party members during combat. Otherwise, they are out of the fight until combat ends.

Health

Health represents long-term injury or how much damage a character can take before they are maimed or die. Health is much more difficult to recover than Endurance. It doesn't regenerate on its own and neither items nor spells can bring it back. Only resting can restore Health and restore maimed status. The Health of the party is a limiting factor that makes the player consider how far they are venture before resting.

Health loss occurs at the same time as Endurance loss, but a character has much more health than endurance. When a character loses all of his or her health, they are not only knocked unconscious, but also receive a Maimed status when revived. Sustaining any damage while maimed kills the character.

Defense

Defensive stats grants character's protection in combat. The higher a character's Defense, the more likely the opponent is to miss an attack.

Each type of defense (other than Deflection) is equally influenced by two stats. Aside from level, the attributes that contribute to each defense are the primary determining factors of that defense. Class rarely has a significant influence on a character's defenses. However, Class does impact the starting point for each defensive stat. For example, fighters start with the highest deflection score, barbarians have a high starting Fortitude and low Deflection, while Monks have balanced defenses across the board. Regardless of their Class, characters gain 3 additional points to all defense at every level.

CUSTOMIZE YOUR DEFENSE

Defense can be modified by spells, abilities, talents, and equipment.

The four types of defenses and their respective attacks are:

Deflection

Based on: Level/Class

Deflection is the defense used to resist direct melee and ranged attacks against the character that are not area of effect (AoE). It is defined by the character's class, level, Perception, and Resolve, but may also be influenced by shields, certain weapons, Talents, and other effects from spells or items.

Fortitude

Based on: Might and Constitution

Represents a character's endurance to "body system attacks" such as poison or disease.

Reflex

Based on: Dexterity and Perception

Represents a character's ability to dodge area of effect attacks.

Will

Based on: Intellect and Resolve

Represents a character's strength of mind and resistance to mental attack.

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Character Creation

Skills

While Abilities and Talents are used predominantly in combat, Skills come into play in a variety of different contexts. Skills partially determine how players can interact with the world around them. They are often used in both scripted interactions and conversations.

Glanfathan Leader: "Lay down your arms, trespasser. Do not forfeit this man's life for a fight you will lose."
1: Why have you done this?"
2: [Lore 1] "The ruin has not been sullied by our hands, men of the Glanfath." [Diplomatic]
3: We have not trespassed. We merely wish to pass through." [Honest]
4: I don't know what they did but I didn't have anything to do with it." [Diplomatic]
5: Murderers! You will pay for each life." [Passionate]
6: You will try to kill us all sooner or later. Why make it easy?" [Rational]
7: I am unarmed.

General Use

During any situation where a skill is checked against a challenge's level of difficulty, the party member with the highest relevant skill is represented as the starting benchmark. If their skill outweighs the difficulty score, the player's efforts succeed. For this reason, it's best to have specific characters in your party to master one skill instead of steering everyone toward a jack of all trades.

Resource Items

Some items are used in different scenarios to alter how skill checks occur. The most obvious example is the use of lockpicks to complement the Mechanics skill. Other items and tools do not deplete when used.

Skill Advancement

At first level, characters have only their class' inherent bonuses to two skills. These bonuses are always considered when calculating the character's total skill value, but they are not counted when the character advances their skills.

Each level after first, the player gains 6 points to spend toward upgrading their skills. It's worth noting that points can't be stored for later, and that spending points might not elevate a skill to its next highest level.

Skill Bonus

Class	Barbarian	Chanter	Cipher	Druid	Fighter	Monk	Paladin	Priest	Ranger	Rogue	
Stealth	—	—	x	—	—	x	—	—	x	x	—
Athletics	xx	—	—	—	x	x	xx	x	—	—	—
Lore	—	xx	x	x	x	—	x	xx	—	—	xx
Mechanics	—	x	x	—	—	—	—	—	—	xx	x
Survival	x	—	—	xx	x	x	—	—	xx	—	—

Stealth

The Stealth skill allows the player and/or the party to move near an NPC (non-player character) without being detected. Whether to slip by a guard unnoticed or to surround a group of enemies in order to make a sneak attack, these situations call for the use of the Stealth skill.

Athletics

Athletics allows characters to jump, climb, swim, or run exceptionally fast. These interactions all typically occur within scripted interactions or (occasionally) conversations. Climbing walls, jumping over a chasm, or diving into a deep section of a river to investigate a glint at the bottom would all be covered by Athletics.

In combat, Athletics impacts how much Fatigue a character can endure before suffering skill penalties.

Lore

Lore represents a character's accumulated miscellaneous knowledge and trivia, often of occult or esoteric topics. Outside of conversations and scripted interactions, Lore is used to activate scrolls. Higher Lore values allow the character to use higher level scrolls.

Mechanics

The Mechanics skill allows the manipulation of any sort of mechanical device. From opening locks to disarming traps to changing the behavior of a complex machine, the party needs to use their Mechanics skills.

Survival

The Survival skill is a measure of how knowledgeable and capable a character is in wilderness settings. It can be used to identify creature tracks or remains, and create consumable items from natural ingredients.

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Character Creation

Experience/Leveling

The central point of the game is exploration and questing. Therefore, it is the primary method for gaining experience and leveling up the party. Unlike similar games, defeating enemies does NOT grant experience! This allows the player to engage in combat as much or as little as they want. Through the use of Stealth, a party can sneak past most encounters and still experience the majority of the game. Essentially this removes the traditional concept of “grinding” to gain experience, and instead rewards the player for participating in their world.

Each Class gains unique abilities and/or spells as they increase in level, but all characters advance at the same rate (as shown by the following table). A small golden “+” sign appears on the portrait of a character to indicate that she or she has leveled up. Clicking on that icon allows the player to assign skills and abilities, or choose new spells.

Advancement Table

Level	Required XP	Bonus to All Defenses and Accuracy
1	0	0
2	1000	+3
3	3000	+6
4	6000	+9
5	10000	+12
6	15000	+15
7	21000	+18
8	28000	+21
9	36000	+24
10	45000	+27
11	55000	+30
12	66000	+33

Spell casters such as druids, priests, and wizards gain spells according to the rules of their class, but all of these magic users are allowed to may cast the listed number of spells from each level before their spells are exhausted. Also, as they level up, the number of spells at a specific level eventually changes to per encounter. For example, as shown in the table below a level 10 priest would be able to cast four level 1 spells each encounter.

Spells Per Level

Level	1	2	3	4	5
1	2	—	—	—	—
2	3	—	—	—	—
3	4	2	—	—	—
4	4	3	—	—	—
5	4	4	2	—	—
6	4	4	3	—	—
7	4	4	4	—	—
8	4	4	4	2	—
9	4*	4	4	3	—
10	4*	4	4	4	—
11	4*	4*	4	4	2
12	4*	4*	4	4	3

*Italicized numbers represent a shift to per encounter uses

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Character Creation
Abilities

Abilities are special features that either give a character a new capability, or improve one that he or she already has. Abilities are always granted by gaining levels in a class. Unlike Talents, they are always class-specific and geared toward that class role. You can choose an ability at every odd level. Each available class comes with a specific set of unique abilities that become accessible to the player over time. Crafting a well-balanced party means utilizing the strengths and skills of each characters abilities.

Types

Passive

Passive abilities are powers that are always in effect and don't require user interaction.

Active

An active ability is a latent power that can be activated for a short time. They are either per-rest, a per-encounter resource, or can always be used. Per-encounter abilities can be used a number of times in an encounter and are then disabled until combat ends. Per-rest abilities can be used a number of times after resting before they must rest to recover them. There are several "activation time" durations, ranging from instant to long.

Modal

These abilities can be turned on and off at will. Some modal abilities are exclusive to others, meaning you can have only one active at a time. These can have either a positive or a negative effect.

Leveling

Every character begins with two abilities, and every class starts with active abilities that regenerate after combat. (Spell sets are counted as "one" active Ability for casters). Non caster classes start with a fixed passive ability and the player can choose an active ability. Traditional Caster classes start with first level spells and a per-encounter active ability. For example, Ciphers begin with 1st level Powers and a passive ability while Chanter's start with 1st level Phrases and Invocations.

CHARACTER EVOLUTION

As players advance their characters, they choose additional abilities to customize their character capabilities at every odd level.

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Character Creation

Talents

Talents are special features that either give a character a new capability, or improve one that he or she already has. Unlike Abilities, some Talents are class-neutral, allowing players to diversify a character role. Talents are gained at the same rate (every even level), but can also be gained from quests or through interaction with NPCs.

Talents allow the player to further enhance and specialize a character's basic abilities. Most talents are passive—the player adds them to a character and gains their bonus automatically. For example, a character with Catlike Reflexes gains a bonus to Reflex saves automatically. But some talents are active in the sense that the player must choose when to use the option that the Talent provides. A player who chooses Melee Versatility must decide when to use the alternate attack mode of his/her weapons.

TALENT PROGRESSION

Generally, a Talent is first gained at level 3, and further Talents are gained every three levels thereafter. However, some classes gain Talents earlier or at a different progression. For example, rogues may select their first Talent at level 2.

Non-Class Specific Talents

Weapon Focus Ruffian

Grants Weapon Focus: Ruffian (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Sabre, Stiletto, Club, Pistol, and Blunderbuss, gaining Accuracy with all weapons of those types.

Weapon Focus Knight

Grants Weapon Focus: Knight (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Battle Axe, Sword, Morning Star, and Crossbow, gaining Accuracy with all weapons of those types.

Secrets of Rime

Grants Secrets of Rime (Passive)

Effects: Self: +5 Damage Reduction (Freeze), +20% Freeze Damage

Increases Freeze damage and Damage Reduction.

Greater Lay on Hands

Modifies Lay on Hands.

+11.7 Endurance over 5 sec

1 per encounter

Effects: Allied Target: +33.3 Endurance over 5 sec

Fueled solely by belief, the paladin is able to heal with the touch of his or her hands, recovering a substantial amount of Endurance for the paladin or an ally within range.

Bonus 4th Level Spell

Grants Bonus 4th Level Spell (Passive)

Effects: Self: +1 4th-level Spell Uses

Gain an extra spell cast of level 4 spells.

Interrupting Blows

Grants Interrupting Blows (Passive)

Effects: Self: +15% Interrupt chance

Increases the chance to cause an Interrupt with any damaging attack.

Bloody Slaughter

Grants Bloody Slaughter (Passive)

Effects: Self: +20% of Hits converted to Crits against targets with low Endurance, +0.5 to Crit Damage multiplier

All attacks at enemies with low Endurance convert some Hits to Crits and all Crits do additional damage.

Quick Switch

Grants Quick Switch (Passive)

Effects: Self: -1.5 Weapon Change Recovery, -4 Grimoire Cooldown

Reduces the Recovery Time when switching weapons or spells in grimoires.

Dangerous Implement

Grants Dangerous Implement (Modal)

Speed: Instant

Effects: User: x1.25 Damage with Implements, 3 Raw Damage to self when attacking with Implements

Increases damage done by implements (wands, scepters, and rods), but does a small amount of Raw damage to the wielder with each attack.

Sanctifier

Grants Sanctifier (Passive)

Effects: Self: +25% Damage against Vessel

Grants a damage bonus against all Vessels.

Weapon Focus Noble

Grants Weapon Focus: Noble (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Dagger, Rapier, Mace, Sceptre, and Rod, gaining Accuracy with all weapons of those types.

Envenomed Strike

Grants Envenomed Strike.

3 per rest

Interrupt: 40 (Average)

Effects: Target: Envenomed Strike Poison for 9 sec

User: Primary Attack

With a mixture of animal and plant venoms applied to his or her weapon, the character is able to deliver a poisonous strike that does Raw damage over time.

Unstoppable

Grants Unstoppable (Passive)

Effects: Self: +10 Defense against Blinded attacks, +10 Defense against Dazed attacks, +10 Defense against Hobbled attacks, +10 Defense against Prone attacks, +10 Defense against Stuck attacks

Bolsters the character's defenses against Blinded, Dazed, Hobbled, Prone, and Stuck afflictions.

One-Handed Style

Grants One-Handed Style (Passive)

Effects: Self: +20% Graze-To-Hit range with one-handed melee weapons

While wielding a single one-handed melee weapon, some of the attacker's Grazes are converted to Hits.

Weapon Focus Adventurer

Grants Weapon Focus: Adventurer (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Pollaxe, Estoc, Flail, Wand, and War Bow, gaining Accuracy with all weapons of those types.

Two Weapon Style

Grants Two Weapon Style (Passive)

Effects: Self: 20% Dual Wield Attack Speed

Specialized training increases the character's Attack Speed while using a weapon in each hand.

Wound Binding

Grants Wound Binding.

1 per rest

Effects: User: +80 Health over 9 sec

Allows the healing of a modest amount of Health on the user.

Bear’s Fortitude

Grants Bear’s Fortitude (Passive)

Effects: Self: +10 Fortitude

Increases the character’s Fortitude defense.

Devastating Blow

Modifies Finishing Blow.

+2% Finishing Blow Damage

2 per rest

Effects: User: Full Attack, +5 Accuracy, Finishing Blow

Broadens the rogue’s knowledge of critical anatomy, increasing the damage done by Finishing Blow.

Marksman

Grants Marksman (Passive)

Effects: Self: +5 Accuracy against distant enemies

Increases the character’s Accuracy with ranged weapons used on distant targets.

Arms Bearer

Grants Arms Bearer (Passive)

Effects: Self: +1 Weapon Sets

Gain an additional Weapon Set.

Two-Handed Style

Grants Two-Handed Style (Passive)

Effects: Self: +1.1 Damage

Grants a Damage bonus while wielding a two-handed weapon.

Weapon Focus Soldier

Grants Weapon Focus: Soldier (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Great Sword, Pike, War Hammer, Arbalest, and Arquebus, gaining Accuracy with all weapons of those types.

Accurate Traps

Grants Accurate Traps (Passive)

Effects: Self: +12 Trap Accuracy

All traps that you place have increased Accuracy.

Vulnerable Attack

Grants Vulnerable Attack (Modal)

Speed: Instant

Effects: User: -20% Melee Attack Speed, +5 Melee DR Bypass

Sacrifice melee Attack Speed for increased Damage Reduction.

Two-Handed Style

Grants Two-Handed Style (Passive)

Effects: Self: +1.1 Damage

Grants a Damage bonus while wielding a two-handed weapon.

Armed to the Teeth

Grants Armed to the Teeth (Passive)

Effects: Self: +1 Weapon Sets

All island aumaua gain an additional Weapon Set.

Bonus 3rd Level Spell

Grants Bonus 3rd Level Spell (Passive)

Effects: Self: +1 3rd-level Spell Uses

Gain an extra spell cast of level 3 spells.

Bonus 2nd Level Spell

Grants Bonus 2nd Level Spell (Passive)

Effects: Self: +1 2nd-level Spell Uses

Gain an extra spell cast of level 2 spells.

Body Control

Grants Body Control (Passive)

Effects: Self: +10 Defense against Paralyzed attacks, +10 Defense against Petrified attacks, +10 Defense against Sickened attacks, +10 Defense against Stunned attacks, +10 Defense against Weakened attacks

Bolsters the character's defenses against Paralyzed, Petrified, Sickened, Stunned, and Weakened afflictions.

Wilder Hunter

Grants Wilder Hunter (Passive)

Effects: Self: +25% Damage against Wilder

Grants a damage bonus against all Wilder.

Snake's Reflexes

Grants Snake's Reflexes (Passive)

Effects: Self: +10 Reflex

Increases the character's Reflex defense.

Potent Potions

Grants Potent Potions (Passive)

Effects: Self: +25% Potion Effectiveness

All potions heal more or have a longer duration.

Bonus 1st Level Spell

Grants Bonus 1st Level Spell (Passive)

Effects: Self: +1 1st-level Spell Uses

Gain an extra spell cast of level 1 spells.

Cautious Attack

Grants Cautious Attack (Modal)

Speed: Instant

Effects: User: +15 Deflection, x0.8 Attack Speed

The character attacks from a defensive posture, taking care to never expose vulnerable openings. From this stance, characters receive a penalty to Speed, but increase their Deflection.

Scion of Flame

Grants Scion of Flame (Passive)

Effects: Self: +5 Damage Reduction (Burn), +20% Burn Damage

Increases Burn damage and Damage Reduction.

Close Shooter

Grants Close Shooter (Passive)

Effects: Self: x1.15 Ranged Damage against close enemies

Increases the character's damage with ranged weapons against nearby targets.

Ghost Hunter

Grants Ghost Hunter (Passive)

Effects: Self: +25% Damage against Spirit

Grants a damage bonus against all Spirits.

Heart of the Storm

Grants Heart of the Storm (Passive)

Effects: Self: +5 Damage Reduction (Shock), +20% Shock Damage

Increases Shock damage and Damage Reduction.

Hold the Line

Grants Hold the Line (Passive)

Effects: Self: +1 enemies Engaged

Trains the character in new defensive strategies, increasing his or her Engagement limit by 1.

Savage Attack

Grants Savage Attack (Modal)

Speed: Instant

Effects: User: x1.2 Melee Damage, -5 Melee Accuracy

By attacking with unbridled ferocity, attackers are able to sacrifice melee Accuracy for a significant boost in damage.

Superior Deflection

Grants Superior Deflection (Passive)

Effects: Self: +5 Deflection

Increases the character's Deflection defense.

Gunner

Grants Gunner (Passive)

Effects: Self: x1.2 Reload Speed

Reload speeds are faster for crossbows, arbalests, and all firearms.

Field Triage

Grants Field Triage.

1 per rest

Effects: Friendly Target: +40 Health over 9 sec

Allows the healing of a small amount of Health on an ally.

Graceful Retreat

Grants Graceful Retreat (Passive)

Effects: Self: +12 Defense when Disengaging

Grants a bonus to all defenses against Disengagement Attacks.

Mental Fortress

Grants Mental Fortress (Passive)

Effects: Self: +10 Defense against Charmed attacks, +10 Defense against Confused attacks, +10 Defense against Dominated attacks, +10 Defense against Frightened attacks, +10 Defense against Terrified attacks

Bolsters the character's defenses against Charmed, Confused, Dominated, Frightened, and Terrified afflictions.

Weapon and Shield Style

Grants Weapon and Shield Style (Passive)

Effects: Self: 10 Shield Deflection, Shield Deflection bonus also applies to Reflex.

Equipped shields' Deflection bonuses are increased and grant an equal bonus to the character's Reflex.

Shot on the Run

Grants Shot on the Run (Passive)

Effects: Self: +25% Ranged Recovery when moving

The Recovery penalty while moving is reduced for ranged weapons.

Primal Bane

Grants Primal Bane (Passive)

Effects: Self: +25% Damage against Primordial

Grants a damage bonus against all Primordials.

Penetrating Shot

Grants Penetrating Shot (Modal)

Speed: Instant

Effects: User: -20% Ranged Attack Speed, +5 Ranged DR Bypass

Sacrifice ranged Attack Speed for increased Damage Reduction.

Spirit of Decay

Grants Spirit of Decay (Passive)

Effects: Self: +5 Damage Reduction (Corrode), +20% Corrode Damage

Increases Corrode damage and Damage Reduction.

Weapon Focus Peasant

Grants Weapon Focus: Peasant (Passive)

Effects: +6 Accuracy in weapon set

Trains the character in the use of the Hatchet, Spear, Quarterstaff, Hunting Bow, and Unarmed, gaining Accuracy with all weapons of those types.

Blast

Grants Blast (Passive)

Area of Effect: Foe Target + 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Foe AoE: 6-9 Crush vs. Reflex

Generates a Blast on the target when using wand, rod, or scepter, doing a modest amount of damage to all enemies in a small area around the target.

Beast Slayer

Grants Beast Slayer (Passive)

Effects: Self: +25% Damage against Beast

Grants a damage bonus against all Beasts.

Fast Runner

Grants Fast Runner (Passive)

Effects: Self: +1 Move Speed, +5 Defense when Disengaging

The character becomes more fleet and nimble, increasing Movement Rate and granting a defensive bonus against Disengagement Attacks.

Powerful Traps

Grants Powerful Traps (Passive)

Effects: Self: +40% Trap Effectiveness

All traps placed do increased damage or have increased Durations.

Two Weapon Style

Grants Two Weapon Style (Passive)

Effects: Self: 20% Dual Wield Attack Speed

Specialized training increases the character's Attack Speed while using a weapon in each hand.

Deep Pockets

Grants Deep Pockets (Passive)

Effects: Self: +2 Quick Item Slots

Gain two additional Quick Slots.

Bull's Will

Grants Bull's Will (Passive)

Effects: Self: +10 Will

Increases the character's Will defense.

Watcher Talents

These are granted to the player as they progress through the Critical Path.

Crucible of the Soul (Visions and Whispers)

1 per rest

Speed: Fast

Area of Effect: 1.25m Radius (base 1.25m) from Caster

Effects: Foe AoE: Drains 10 Burn Damage as Endurance vs. Fortitude (+10 Accuracy)

The Watcher unravels the vital essence of his or her enemies, gaining Endurance in the process.

Speaker to the Restless (The Old Watcher)

2 per rest

Speed: Fast

Area of Effect: 2.5m Radius (base 2.5m) from Caster

Interrupt: 40 (Average)

Effects: Foe AoE: Frightened for 10 sec vs. Will (+10 Accuracy)

The Watcher speaks directly to the souls of his or her enemies, filling them with dread of what awaits them in the Wheel.

Dominion of the Sleepers (The Hermit of Hadret House)

1 per rest

Speed: Fast

Effects: User: Dominion of the Sleepers for 20 sec (+ 2 to All Attributes for 20 sec)

The Watcher peers into the sleeping memories of previous lives, drawing upon their power to enhance all of his or her Attributes.

Steps to the Wheel (Memories of the Ancients)

1 per rest

Speed: Fast

Area of Effect: 2.5m Radius (base 2.5m) from Caster

Interrupt: 40 (Average)

Effects: Foe AoE: Paralyzed for 3 sec, Sickened for 8 sec vs. Will (+10 Accuracy)

The Watcher gives his or her foes a glimpse into the afterlife by displacing their souls, momentarily paralyzing them and leaving them Sickened.

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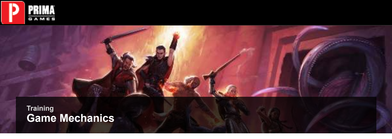


Game Options

Game options have a significant effect on the game. For example, difficulty not only determines how tough it is to prevail in combat, but also determines the types and number of enemies you encounter. You can choose your level of challenge during the game (except for Path of the Damned). You can also toggle a series of options for guidance and information from the game. There are numerous features to remove a lot of the in-game assistance and notifications if you'd rather rely on your own wits.

Difficulty

Easy

The Easy difficulty requires minimal micromanagement and forgives mistakes in combat.

Normal

The Normal difficulty requires strategy and efficiency, but forgives a few mistakes in combat.

Hard

The Hard difficulty is suited for Infinity Engine veterans who are looking for a challenge. Survival requires micromanagement and optimization of stats through items, spells, and abilities.

Path of the Damned

In Path of the Damned difficulty, enemies receive a bonus to most stats, and encounters have more enemies. This setting cannot be changed once the game is started.

Challenge Modes

Expert Mode

This disables all of the helper features in the game. This is for players who want to rely only on their own faculties and intuition while playing the game.

Trial of Iron

If Trial of Iron is enabled and the party is killed, the game ends and you must start again.

Resting

Your party must rest to recover Health and heal many Afflictions. This is also the only means for restoring many spells and abilities. There are even repercussions to postponing rest. The longer a character goes without resting, the more Fatigue they acquire. Once they hit certain Fatigue threshold, they can suffer penalties to their maximum Endurance, Accuracy, and all of their defenses. The only way to remove those penalties is to finally give the character the rest they need.

Resting locations

To begin resting, it's important to find a suitable location. The player has a variety of places to choose to from and each location has its unique advantages and disadvantages.

Inns

The player may choose to rest at any inn, but inns are located only in villages and cities, which may be far from a combat location. It costs a small amount of money to rest at an inn, but the characters can receive a resting bonus for doing this if they opt for the more luxurious rooms.

Stronghold

The player can rest at the Stronghold once it has been repaired.

Camps

In most wilderness and dungeon locations, players can choose to use a Camp Supply to rest. Camp Supplies are items that can be purchased in most cities and (occasionally) found as items in the world. The party can carry a fixed number of Camp Supplies, based on the level of difficulty:

Easy: 6

Medium: 4

Hard: 2

Resting Conditions

While exploring the wilderness and dungeons, Camps are the most utilized type of Resting location. The continued series of combat encounters can leave the party drained or damaged and can require the party to rest. However, there are several conditions that can prevent Rest. These are very important to keep in mind especially deep within an enemy's domain.

- Party is in combat.
- Any party member has been seen by an enemy.
- The location is marked as No Rest.
- Characters are not all within X meters of each other.
- Party has no remaining Camp Supplies.

Dispositions

Disposition tracks a player's reputation throughout their travels. The player's actions within the game often leave an impression on other characters. Many events or interactions that take place later in the game can be influenced positively, negatively, or simply differently as a result of the player's disposition in a given context.

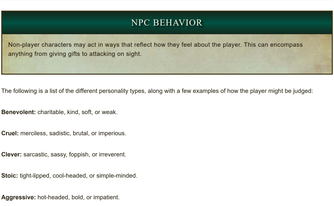
Faction Reputations

If the player positively or negatively interacts with a member of a faction (e.g., The Dozens, House Doemenel, etc.), they are notified that they've gained or lost esteem in that faction's view of them. The player's standing with their impacted factions is recorded and updated on their character sheet.

Personality Reputations

The player's overall behavior impacts how the world views them. There is no overt morality or judgment associated to these traits. In other words, a "good" character can get in as much trouble as a "bad" character. Personalities are also not one-dimensional. A player known for their honesty might also develop a reputation of eerie stoicism.

There are 10 different personality types available at the player's discretion, based on their actions or deeds. The type of personality a player has cultivated is visible on the character sheet. Each of those types contains three ranks or titles, which reflect how the character has consistently presented themselves over time.


Lord Ryrmont: He leaves his papers and looks at you for the first time. "Is that so? Let me see that." He rises for a moment with the speed of an expert clerk. "House Doemenel? Business Negative!"
CONTINUE

NPC BEHAVIOR

Non-player characters may act in ways that reflect how they feel about the player. This can encompass anything from giving gifts to attacking on sight.

The following is a list of the different personality types, along with a few examples of how the player might be judged:

Benevolent: charitable, kind, soft, or weak.

Cruel: merciless, sadistic, brutal, or imperious.

Clever: sarcastic, sassy, foppish, or irreverent.

Stoic: tight-lipped, cool-headed, or simple-minded.

Aggressive: hot-headed, bold, or impatient.

Diplomatic: cautious, tame, or courteous.

Passionate: zealous, romantic, or obsessive.

Rational: practical, standoffish, or cold.

Honest: guileless, sincere, or straightforward.

Deceptive: dishonest, manipulative, or shrewd.

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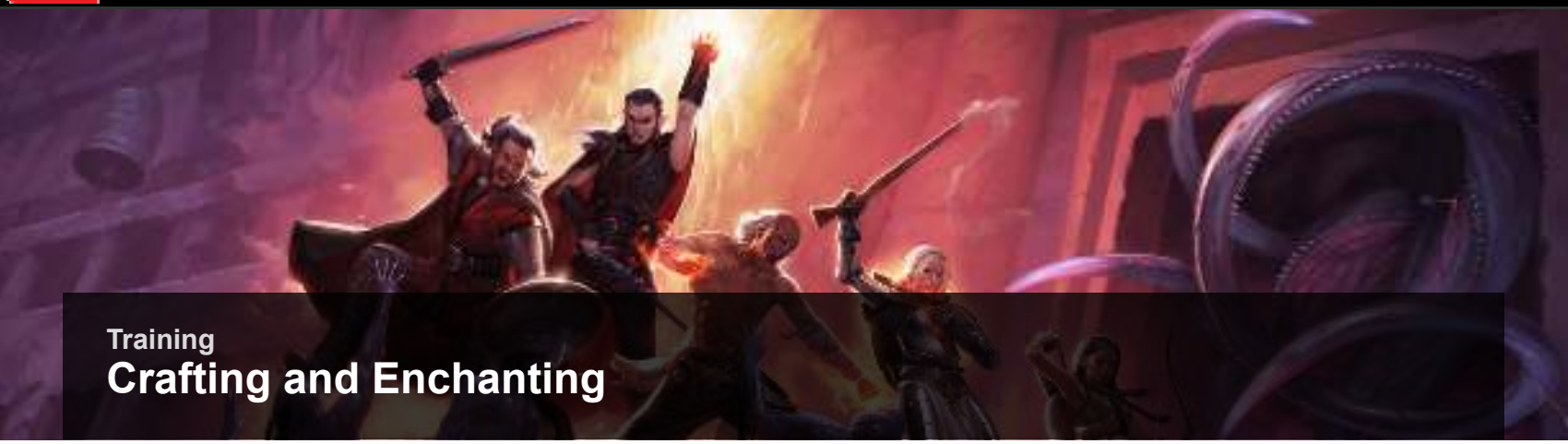

Training

Crafting and Enchanting

Gather Ingredients

Throughout your exploration, you'll likely come across a variety of strange objects with no immediate usefulness. These ingredients can be used to create consumable goods (e.g., potions and scrolls) or enchantments for weapons, armor, and shields. Given the incredible advantage crafting and enchanting provide, there's a huge incentive to explore every area of a map and pick up anything you come across.

STASH MANAGEMENT

Ingredients are automatically placed into a special area in the Stash. There's no need to manage these manually.

Crafting Interface

The crafting interface displays all of your relevant recipes, broken down into categories such as armor, weapons, etc. Choose a category to see all of the recipes you know for that one.

When you first begin to craft, you see a list of relevant recipes organized by category. Items are organized alphabetically within each category. The ones that meet all prerequisite requirements (and can be crafted) are called out with a lighter text, while the items that fail to meet the current requirements are dimmed. If you have enough resources to craft multiples of the same item, it is noted in the amount field.

Crafting Usage

Crafting can be vital to the success of the party. While it's common to upgrade equipment frequently throughout the game, enchantments provide a significant advantage in combat, especially when stacked. However, there are limitations on how many bonuses can be added to each type of equipment. Also, potions and scrolls are not easy to come by in the game and aren't available in every local store. Crafted potions can be placed in the quick use slots and often tip the balance of combat in your favor.

CRAFTING & ENCHANTMENT

Crafting can be performed outside of combat at any time through the inventory interface. The same is true for Enchantment, which is accessed from the description panel of any weapon, armor, or shield item.

Consumables

Recipe	Effect	Creature Part	Plant	Gem	Cost	Level	Total Crafting Cost
Potion - Bulwark Against the Elements	+10 Damage Reduction (Burn), +10 Damage Reduction (Freeze), +10 Damage Reduction (Corrode), +10 Damage Reduction (Shock) for 60 sec	Ooze Plasma	Golden Celery	Adra	120	3	243 cp
Potion - Deleterious Alacrity of Motion	x1.5 Attack Speed for 15 sec, -5 Endurance over 15 sec, +2 Move Speed for 15 sec +15 Endurance per second over 15 sec	Primal Wind	Skaenbone	Opal	180	5	450 cp
Potion - Eldritch Aim	+30 Accuracy for 10 sec	Troll Skin	Blood Moss	Amethyst	60	1	170 cp
Potion - Endurance Major	+100 Endurance	Dank Spores	River Reed	Pearl	240	7	470 cp
Potion - Endurance Minor	+50 Endurance	Awakened Wood	River Reed	Peridot	120	3	280 cp
Potion - Fleet Feet	+3 Move Speed for 5 sec	Skuldr Ear	Cave Coral	Agate	60	1	165 cp
Potion - Infuse With Vital Essence	+50 Max Endurance, +50 Max Health for 15 sec	Beetle Shell	Dyrcap	Adra	120	3	233 cp
Potion - Iron Skin	+20 Damage Reduction (Slash) for 20 sec	Vessel Flesh	Orlans Cradle	Adra	120	3	233 cp
Potion - Llengraths Displaced Image	+20 Deflection, +20 Reflex for 15 sec	Primal Rock	Golden Celery	Opal	180	5	450 cp
Potion - Merciless Gaze	+10% of Hits converted to Crits for 60 sec	Vessel Flesh	Orlans Cradle	Peridot	120	3	280 cp
Potion - Mirrored Images	+20 Deflection until damaged for 60 sec	Ooze Plasma	Skaenbone	Peridot	120	3	290 cp
Potion - Power	+20 Accuracy, +30 Max Endurance for 30 sec	Vessel Bone	Golden Celery	Adra	120	3	223 cp
Potion - Recovery Major	-4 Duration of active hostile effects for 30 sec	Awakened Adra	Blood Moss	Ta Ondra Tara	240	7	630 cp
Potion - Recovery Minor	-2 Duration of active hostile effects over 30 sec	Beetle Shell	Blood Moss	Peridot	120	3	280 cp
Potion - Regeneration Major	+15 Endurance per second over 15 sec	Xaurip Tongue	Settlers Arrow	Pearl	180	5	400 cp
Potion - Regeneration Minor	+10 Endurance per second over 12 sec	Binding Copper	Settlers Arrow	Amethyst	60	1	160 cp
Potion - Spirit Shield	+3 Damage Reduction, +30 Concentration for 60 sec	Binding Copper	River Reed	Agate	60	1	155 cp
Potion - Wizards Double	+20 Deflection until damaged	Skuldr Ear	Admeths Wyrt	Jasper	60	1	175 cp
Scroll - Binding Web	AoE: Hobbled for 3 sec vs. Reflex (-5 Accuracy)	Ooze Plasma	Skaenbone	Velune	150	3	335 cp

Scroll - Boiling Spray	AoE: 40-50 Burn, 2.0m Push vs. Reflex (+10 Accuracy)	Spider Venom Sac	Admeths Wyrt	Ta Ondra Tara	300	7	670 cp
Scroll - Burst of Summer Flame	AoE: 20-30 Burn vs. Reflex (+10 Accuracy)	Ooze Plasma	Burned Lady	Velune	150	3	335 cp
Scroll - Confusion	Foe AoE: Confused for 8 sec vs. Will (+10 Accuracy)	Awakened Adra	River Reed	Topaz	300	7	940 cp
Scroll - Crackling Bolt	Target: 30-50 Shock vs. Reflex (+10 Accuracy)	Primal Water	Admeths Wyrt	Opal	225	5	495 cp
Scroll - Defense	Friendly AoE: +20 Deflection, +20 Fortitude, +20 Reflex, +20 Will for 6 sec (+15 Accuracy)	Awakened Wood	Blood Moss	Peridot	150	3	310 cp
Scroll - Fan of Flames	AoE: 45-60 Burn vs. Reflex (+10 Accuracy)	Spear Spider Leg	Burned Lady	Agate	75	1	150 cp
Scroll - Fireball	AoE: 25-35 Burn vs. Reflex (+10 Accuracy)	Primal Wind	Burned Lady	Garnet	225	5	430 cp
Scroll - Insect Swarm	AoE: 33.3 Pierce Damage over 10 sec, -10 Concentration for 10 sec vs. Fortitude (+10 Accuracy)	Drake Talon	River Reed	Velune	150	3	325 cp
Scroll - Jolting Touch	Target: 55-75 Shock vs. Deflection (+15 Accuracy)	Awakened Root	River Reed	Amethyst	75	1	185 cp
Scroll - Maelstrom	AoE: 40-60 Burn vs. Reflex (+10 Accuracy), 30-50 Freeze, x0.2 Attack Speed for 10 sec vs. Reflex (+10 Accuracy)	Stelgaer Tooth	Skaenbone	Adra Ban	375	9	560 cp
Scroll - Minolettas Bounding Missiles	Target: 20-30 Pierce vs. Deflection (+10 Accuracy)	Primal Water	Skaenbone	Opal	225	5	495 cp
Scroll - Minolettas Minor Missiles	Target: 14-26 Crush vs. Deflection (+10 Accuracy)	Troll Skin	Skaenbone	Turquoise	75	1	187 cp
Scroll - Missile Barrage	Foe Target: 15-25 Slash vs. Deflection (+20 Accuracy)	Dank Spores	River Reed	Ta Ondra Tara	300	7	680 cp
Scroll - Moonwell	Friendly AoE: +12 Endurance, +10 All Defenses for 20 sec	Stelgaer Tooth	Cave Coral	Topaz	300	7	950 cp
Scroll - Natures Mark	Foe AoE: -10 Deflection, -10 Reflex for 30 sec vs. Will (+10 Accuracy)	Vessel Bone	Blood Moss	Turquoise	75	1	187 cp
Scroll - Paralysis	AoE: 20-60 All, -20 Will for 10 sec, Paralyzed for 10 sec vs. Will (+15 Accuracy)	Spirit Residue	Orlans Cradle	Pearl	225	5	445 cp
Scroll - Prayer Against Bewilderment	Friendly AoE: +50 Defense against Dazed attacks, +50 Defense against Confused attacks for 30 sec	Awakened Adra	Golden Celery	Topaz	300	7	940 cp
Scroll - Prayer Against Fear	Friendly AoE: +50 Defense against Frightened attacks, +50 Defense against Terrified attacks for 20 sec	Skuldr Ear	St Gyrans Horn	Amethyst	75	1	185 cp
Scroll - Prayer Against Infirmity	Friendly AoE: +50 Defense against Sickened attacks, +50 Defense against Weakened attacks for 30 sec	Awakened Wood	St Gyrans Horn	Velune	150	3	355 cp
Scroll - Prayer Against Restraint	Friendly AoE: +50 Defense against Hobbled attacks, +50 Defense against Stuck attacks for 30 sec	Beetle Shell	St Gyrans Horn	Garnet	225	5	420 cp

Scroll - Protection	Friendly AoE: x0.5 Duration for hostile effects for 15 sec (+15 Accuracy)	Vessel Flesh	Admeths Wyrt	Velune	150	3	325 cp
Scroll - Ray of Fire	Target: 9-16 Burn vs. Reflex (+10 Accuracy)	Beetle Shell	Burned Lady	Peridot	150	3	310 cp
Scroll - Restore Light Endurance	+50 Endurance	Vessel Flesh	Springberry	Velune	150	3	325 cp
Scroll - Restore Major Endurance	+20 Endurance	Spider Venom Sac	Springberry	Ta Ondra Tara	300	7	680 cp
Scroll - Restore Minor Endurance	+10 Endurance	Troll Skin	Springberry	Jasper	75	1	190 cp
Scroll - Restore Moderate Endurance	+33 Endurance	Xaurip Tongue	Springberry	Pearl	225	5	445 cp
Scroll - Revival	Friendly AoE: Revive with 150 Endurance for 1 sec (+15 Accuracy)	Drake Talon	Orlans Cradle	Garnet	225	5	420 cp
Scroll - Rolling Flame	Target: 20-30 Burn vs. Reflex (+10 Accuracy)	Awakened Wood	Burned Lady	Adra	150	3	263 cp
Scroll - Stags Horn	Target: 40-65 Pierce, -20 Deflection,-20 Reflex for 15 sec vs. Deflection (+10 Accuracy)	Primal Water	Dyrcap	Pearl	225	5	475 cp
Scroll - Tanglefoot	AoE: Hobbled for 10 sec vs. Reflex (+10 Accuracy)	Wurm Wing	Golden Celery	Turquoise	75	1	157 cp
Scroll - Twin Stones	Target: 40 Crush Damage vs. Deflection (+10 Accuracy)	Primal Rock	Settlers Arrow	Opal	225	5	495 cp
Scroll - Valor	Friendly AoE: +40 Melee Accuracy, +40 Ranged Accuracy for 6 sec (+15 Accuracy)	Stelgaer Tooth	Dyrcap	Ta Ondra Tara	300	7	700 cp
Scroll - Wall of Flame	AoE: 20-30 Burn, 33.3 Burn Damage over 5 sec vs. Reflex	Spider Venom Sac	Burned Lady	Topaz	300	7	930 cp

Armor

Recipe	Effect	Creature Part	Plant	Gem	Cost	Level	Total Crafting Cost
Armor - Burn Proofed	+3 Damage Reduction (Burn)	Awakened Root	Burned Lady	Jasper	100	1	215 cp
Armor - Corrode Proofed	+3 Damage Reduction (Corrode)	Wurm Wing	Blood Moss	Agate	100	1	185 cp
Armor - Crush Proofed	+3 Damage Reduction (Crush)	Wurm Wing	Springberry	Amethyst	100	1	180 cp
Armor - Freeze Proofed	+3 Damage Reduction (Freeze)	Awakened Root	Cave Coral	Jasper	100	1	215 cp
Armor - Pierce Proofed	+3 Damage Reduction (Pierce)	Binding Copper	Settlers Arrow	Turquoise	100	1	202 cp
Armor - Shock Proofed	+3 Damage Reduction (Shock)	Spear Spider Leg	Golden Celery	Jasper	100	1	185 cp
Armor - Slash Proofed	+3 Damage Reduction (Slash)	Beetle Shell	Dyrcap	Amethyst	100	1	220 cp
Armor - Of Constitution 1	+1 Constitution	Troll Skin	Cave Coral	Bloodstone	300	2	425 cp
Armor - Of Constitution 2	+2 Constitution	Spirit Residue	Cave Coral	Diamond	1000	5	1470 cp

Armor - Of Dexterity 1	+1 Dexterity	Vessel Bone	Dyrcap	Bloodstone	300	2	425 cp
Armor - Of Dexterity 2	+2 Dexterity	Dank Spores	Dyrcap	Diamond	1000	5	1480 cp
Armor - Of Intellect 1	+1 Intellect	Skuldr Ear	Springberry	Bloodstone	300	2	425 cp
Armor - Of Intellect 2	+2 Intellect	Xaurip Tongue	Springberry	Diamond	1000	5	1470 cp
Armor - Of Might 1	+1 Might	Binding Copper	Pilgrims Crown	Bloodstone	300	2	415 cp
Armor - Of Might 2	+2 Might	Primal Wind	Pilgrims Crown	Diamond	1000	5	1470 cp
Armor - Of Perception 1	+1 Perception	Awakened Root	Orlans Cradle	Bloodstone	300	2	435 cp
Armor - Of Perception 2	+2 Perception	Spirit Residue	Orlans Cradle	Diamond	1000	5	1470 cp
Armor - Of Resolve 1	+1 Resolve	Wurm Wing	Cave Coral	Bloodstone	300	2	395 cp
Armor - Of Resolve 2	+2 Resolve	Primal Rock	Cave Coral	Diamond	1000	5	1470 cp
Armor - Exceptional	+4 Damage Reduction	Vithrack Brain	St Gyrans Horn	Sapphire	2100	8	3210 cp
Armor - Fine	+2 Damage Reduction	Ooze Plasma	Pilgrims Crown	Adra	600	4	723 cp
Armor - Superb	+6 Damage Reduction	Adra Dragon Scale	Admeths Wyrt	Emerald	4500	12	5420 cp
Shield - Exceptional	+4 Damage Reduction	Vithrack Brain	St Gyrans Horn	Emerald	2100	8	3010 cp
Shield - Fine	+2 Damage Reduction	Ooze Plasma	Pilgrims Crown	Adra	600	4	723 cp
Shield - Superb	+6 Damage Reduction	Adra Dragon Scale	Admeths Wyrt	Ruby	4500	12	5520 cp

Weapons

Recipe	Effect	Creature Part	Plant	Gem	Cost	Level	Total Craftin Cost
Weapon - Accurate 1	+ 4 Accuracy	Xaurip Tongue	Settlers Arrow	Turquoise	100	1	232 cp
Weapon - Accurate 2	+ 4 Accuracy	Drake Talon	Settlers Arrow	Topaz	300	3	910 cp
Weapon - Damaging 1	x1.5 damage	Spear Spider Leg	Pilgrims Crown	Agate	100	1	175 cp
Weapon - Damaging 2	x2 damage	Drake Talon	Pilgrims Crown	Adra	300	3	413 cp
Weapon - Exceptional	+ 2 Accuracy and x1.25 damage	Vithrack Brain	St Gyrans Horn	Ruby	2100	8	3110 cp
Weapon - Fine	+ 8 Accuracy and x1.5 damage	Ooze Plasma	Pilgrims Crown	Adra	600	4	723 cp
Weapon - Superb	+ 12 Accuracy and x1.75 damage	Sky Dragon Eye	Admeths Wyrt	Sapphire	4500	12	5620 cp
Weapon - Burning	+25% Burn Damage	Primal Flame	Dyrcap	Agate	100	1	225 cp
Weapon - Corrosive	+25% Corrode Damage	Primal Rock	Blood Moss	Jasper	100	1	145 cp

Weapon - Freezing	+25% Freeze Damage	Primal Wind	Skaenbone	Turquoise	100	1	232 cp
Weapon - Shocking	+25% Shock Damage	Primal Water	Golden Celery	Agate	100	1	225 cp
Weapon - Slaying Beast	+5 Accuracy and x1.25 damage against Beasts	Wurm Wing	Beraths Bell	Moonstone	300	3	395 cp
Weapon - Slaying Kith	+5 Accuracy and x1.25 damage against Kith	Vessel Flesh	Beraths Bell	Moonstone	300	3	435 cp
Weapon - Slaying Primordial	+5 Accuracy and x1.25 damage against Primordial	Ooze Plasma	Beraths Bell	Moonstone	300	3	445 cp
Weapon - Slaying Spirit	+5 Accuracy and x1.25 damage against Spirit	Spirit Residue	Beraths Bell	Moonstone	300	3	445 cp
Weapon - Slaying Vessel	+5 Accuracy and x1.25 damage against Vessel	Binding Copper	Beraths Bell	Moonstone	300	3	335 cp
Weapon - Slaying Wilder	+5 Accuracy and x1.25 damage against Wilder	Ogre Blood	Beraths Bell	Moonstone	300	3	445 cp

Equipment

Equipment specifically relates to the types of items that characters can hold or wear on their person. The Inventory Screen shows the available slots on a character where they can equip items: weapons, head, neck/back, hands, waist, feet, weapons, and rings.

Unlike many games, there are no restrictions on what a character may equip based on class (wizards can wear plate armor and fighters can equip wands). However, there are game mechanics that lead characters into somewhat traditional roles. For example, a fighter is a melee based character and his or her abilities are centered around close combat. Therefore, wearing heavy armor provides the protection they need with the acceptable loss of recovery speed. In other words, they do a lot of damage up close and don't need to strike as often. On the opposite end, the wizard needs to cast spells quickly and can't afford too much of a penalty to their speed. Combined with their inherently low health, they need to fight at a longer range to stay out of harm's way.

Equipment is a category type that you must compare and manage often. The correct instinct is to keep every equipment slot filled and to continually search for better items to place in already-allocated slots. Enchanting equipment is a great way to get the most value out of weapons, armor, and shields.

Items

Different types of items can be acquired as a result of completing quests, looting corpses, or merely exploring the environment. These can be divided into Consumables, Ingredients, Quest Objects, Currency, and Miscellaneous Objects.

- **Consumables:** These items include potions, scrolls, and magical summoning figurines. While some items may contain consumable charges, most of these provide a one-time use or effect.
- **Ingredients:** Ingredients are used solely for crafting and have no other in-game application. They have their own inventory space, so the player doesn't need manage them.
- **Quest Objects:** Like ingredients, quest objects are separated from other items. Once acquired, they remain in their own Stash location until used to complete a quest.
- **Currency:** Currency items are what you use for the majority of your merchant transactions. There are several currency types with varying values. However, once any type of currency is acquired, it becomes part of the party's total shown as cp (copper pawn).
- **Miscellaneous Objects:** A catch-all for items that don't fit in other categories. Miscellaneous objects can include mundane items and may be used in scripted interactions.

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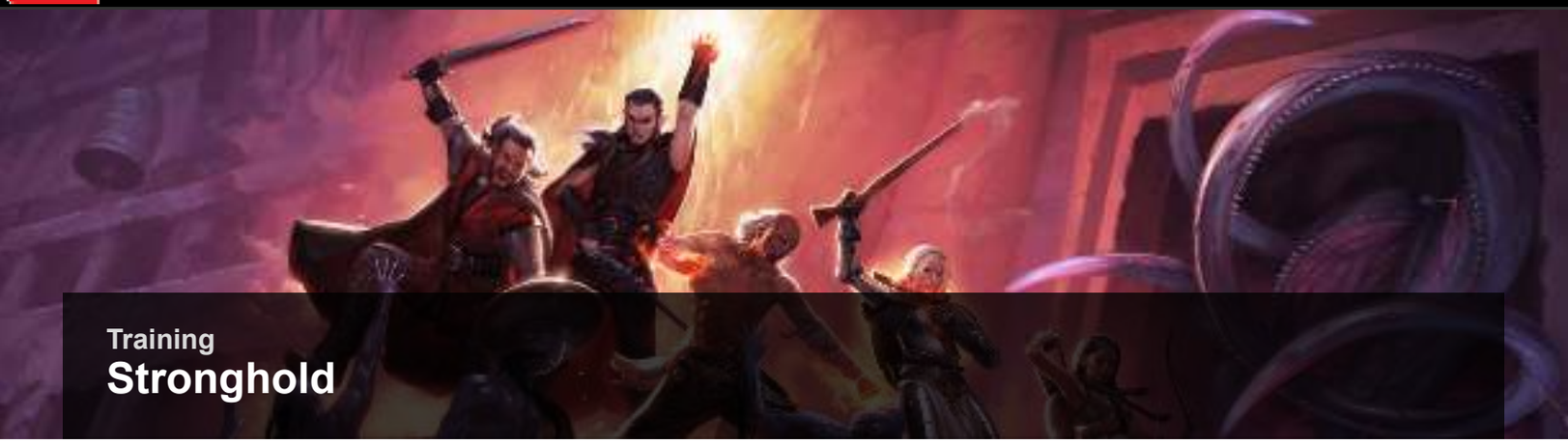
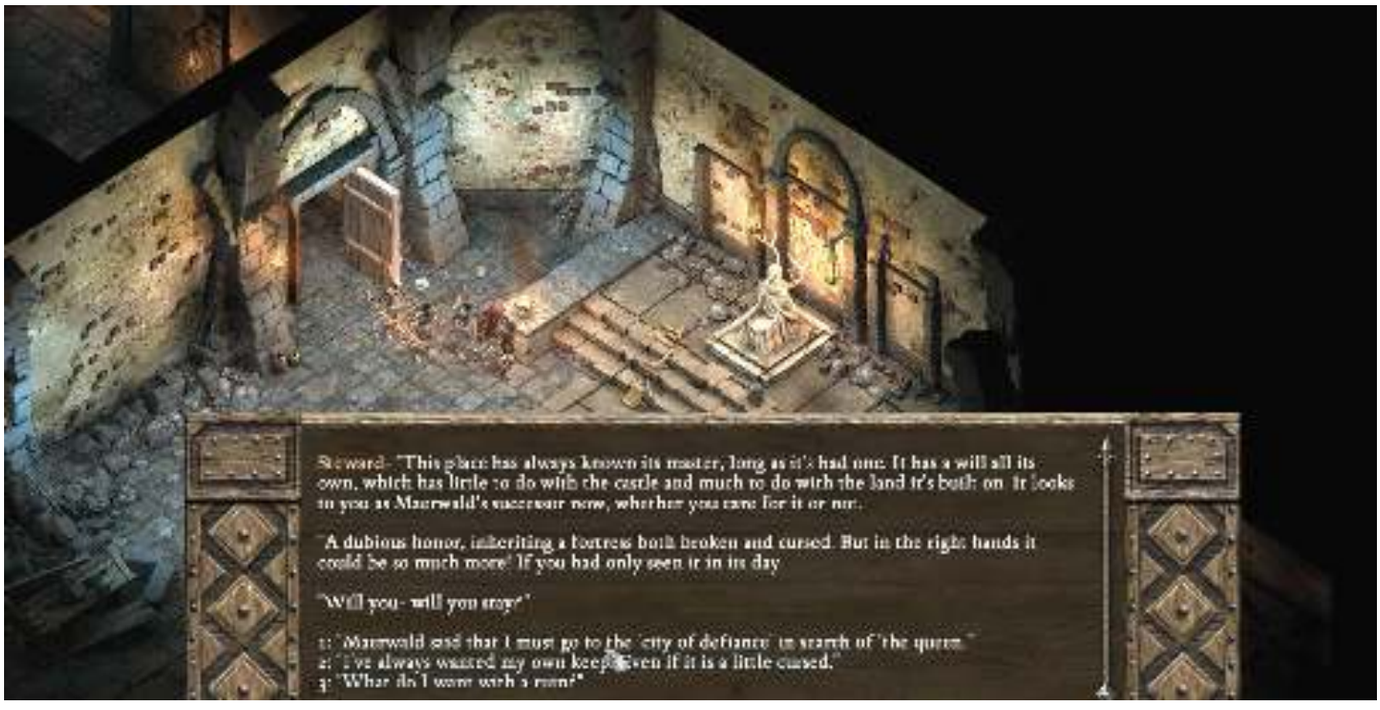


Training
Stronghold

Welcome to Your Keep



The Stronghold or Caed Nua is located in the Eastern Reach north of Defiance Bay, directly above the Endless Paths of Od Nua. You gain access to the Stronghold by completing the Stewards quest relatively early in your adventure. The Stronghold then becomes the common rally point for your companions and a domain to manage.

The Stronghold provides you with the ability to make large scale changes, undertake special quests, customize the contents of the Stronghold and the surrounding environment, and engage strategic adventures. You can rest at Brighthollow in the Stronghold once it has been repaired.

Management and Restoration

When you gain possession of the Stronghold, it is old and dilapidated, so you'll want to work with your Steward to upgrade it as soon as you can. These upgrades will, in turn, increase security or prestige of the place, open up new activities and events that can happen, which make the Stronghold a dynamic and fun place to own. You can further influence it by employing hirelings to stay at your stronghold.

You can begin collecting taxes from your populace as soon as you gain the Stronghold. The amount you collect increases with your prestige (because people know and like you), but the amount also increases with higher security (since some taxes are lost to banditry). Additionally, security helps reduce the number of “bad” random events, while prestige increases the number of “good” random events. It’s important to raise prestige if you want to keep both of those values high.

Upgrades

Upgrades are improvements to various parts of the castle, usually to add to the security or prestige of the place. Every upgrade costs money and takes time to build, but as long as the prerequisites are met, there can be as many upgrades building simultaneously as you can afford. The player is not required to be at the Stronghold while the upgrades are under

way. Upgrades often serve as prerequisites for other upgrades. Individual sections of the Stronghold can be restored to allow new functionality from the Stronghold.

Benefits of Upgrades

Resting Bonuses

Some of the upgrades to your stronghold grant temporary bonuses to your attributes or non-combat skills when you rest there.

Adventures for Idle Companions

Companions that are recruited, but aren't in the party, remain at your Stronghold and still gain a fractional amount of experience. While they are idling away at the stronghold, they can take part in their own adventures, earning additional experience for themselves and extra money, items, and reputation bonuses for the party.

Ingredients

Many of the stronghold upgrades generate ingredients used by non-combat skills.

Special Offers

Sometimes visitors to your stronghold have rare items for sale, or perhaps they offer you items in return for something else.

Wealth

You own all of the surrounding lands near the stronghold and impose a tax on all of the inhabitants.

Stronghold Upgrades

Name	Description	Prestige	Security	Cost	Duration
Eastern Barbican	Bars passage to Woodend Plains	2	2	—	—
Western Barbican	Bars passage to Isce Ien River	0	2	900cp	3 days
Brighthollow Restoration	Resting bonus	5	0	500cp	3 days
Main Keep	Allow visitors and adventures	8	4	—	—
Bailey	Upgrade grounds further	6	0	800cp	2 days
Towers	Perception bonus upon resting	6	1	800cp	3 days
South Curtain Wall	Protection from the south	0	4	2500cp	4 days
West Curtain Wall	Protection from the west	0	4	2500cp	4 days
Library	Lore bonus upon resting	6	0	900cp	3 days
Barracks	Employ hirelings	0	3	2000cp	3 days
Dungeons	Take prisoners in dungeon	0	0	1200cp	3 days
Merchant Stalls	Sell random goods	0	0	1400cp	3 days
Craft Hall	Dexterity bonus upon resting	5	1	1600cp	3 days

Artificer's Hall	Mechanics bonus upon resting	4	0	1600cp	3 days
Chapel	Resolve bonus upon resting	8	0	2000cp	3 days
Forum	Intellect bonus upon resting	8	0	1200cp	3 days
Training Grounds	Might bonus upon resting	0	2	1500cp	3 days
Hedge Maze	Stealth bonus upon resting	0	3	1400cp	3 days
Warden's Lodge	Survival bonus upon resting	2	2	1000cp	3 days
Woodland Trails	Constitution and Athletics bonus	6	2	1500cp	3 days
Additional Storage	Provides three chests in Brighthollow	0	0	900cp	1 day
Brighthollow Hearth	Restore order to the keep	6	0	1600cp	2 days
Brighthollow Lab	Restore lab	4	0	600cp	2 days
Brighthollow Courtyard Pool	Repair pool	6	0	1600cp	2 days

Hirelings

When the Barracks has been restored, Hirelings can be recruited at the Stronghold. Hirelings help to protect the stronghold and offer additional bonuses to Prestige and Security, but they do not accompany the party out in the wild. Some Hirelings leave the castle if you stop paying them, but others wait around to get paid again. There's a standard list of common hirelings who fill common class roles and give differing levels of Security and Prestige to the stronghold. There are also guest hirelings and visitors who have much more dramatic effects on the Stronghold.

Unlockable Hirelings

These Hirelings are not immediately available upon acquiring the Barracks:

Korgrak

Ogre 7th Level

50cp/5 Days

+12 Security

-10 Prestige

Unlocked by traveling to the Ogre cave in Dyrford Crossing. If you speak with the ogre instead of killing him, you can convince him to come work for you at your stronghold for a fee. Once he agrees, Korgrak should be available Stronghold hireling menu.

Crucible Knight

Paladin 5th Level

20cp/5 Days

+4 Security

+8 Prestige

Unlocked by completing Winds of Steel for the crucible knights.

Dozens Mercenary Captain

Fighter 5th Level

20cp/5 Days

+6 Security

+4 Prestige

Unlocked by completing The Bronze Beneath the Lake for The Dozens.

Avenger of Skaen

Priest 7th Level

65cp/5 Days

+7 Prestige

-5 Security

This hireling is made available once the player agrees to side with Wymund in the quest Blood Legacy by letting Aelys return to Lord Harond with her mind poisoned.

Doemenel Thug

Rogue 5th Level

20cp/5 Days

+8 Security

+2 Prestige

Unlocked by completing The Changing of the Guard for House Doemenel.

Brothel Hirelings

The following hirelings can be found in the Salty Mast in Defiance Bay. Only one can be recruited in a given play through of the game. The options to hire them is given if the player makes an attribute check of Constitution 19 and Dexterity 19 after sleeping with them.

Aldwyn: 10cp/5 Days, +3 Prestige, + 0 Security

Big Durmsey: 10cp/5 Days, +3 Prestige, + 0 Security

Gjefa: 10cp/5 Days, +3 Prestige, + 0 Security

Iqali: 10cp/5 Days, +3 Prestige, + 0 Security

Lyrinia: 10cp/5 Days, +3 Prestige, + 0 Security

Orico: 10cp/5 Days, +3 Prestige, + 0 Security

Guest Hirelings

Here's a list of hirelings that visit the stronghold periodically, looking to be hired.

Glanfathan Soul Hunter

Cipher 6

cp/5 Days

+3 Security

+5 Prestige

Fellow of St. Waidwen

Paladin 6

90 cp/5 Days

+6 Security

+1 Prestige

Aedyran Noblewoman

250 cp/5 Days

+0 Security

+12 Prestige

Vicious War Criminal

Fighter 9

350 cp/5 Days

+8 Security

-8 Prestige

Brutish Warrior

Barbarian 6

50 cp/5 Day

+6 Security

+2 Prestige

Dunryd Psion

Cipher 5

100cp/5 Days

+4 Security

-2 Prestige

Adventures

Idle companions can take part in adventures as those events arise. You are informed of which adventures are available, how long they last, and what the rewards will be (in general terms). If a companion is sent on an adventure, he or she is unavailable until they complete it and return with the rewards. The companion can be recalled early, but then they earn nothing.

Minor Adventure

1 Turn

Earns one of the following:

+15% XP

150-300 cp

Random Item (Minor)

Faction Reputation Bonus (Minor)*

Average Adventure

2 Turns

Earns two of the following:

+15% XP

150-300 cp

Random Item (Minor)

Faction Reputation Bonus (Minor)*

Major Adventure

3 Turns

Earns two of the following:

+25% XP

500-1000 cp

Random Item (Average)

Faction Reputation Bonus (Average)*

Grand Adventure

4 Turns

Earns two of the following:

+35% XP

750-2000 cp

2 Random Items (Average)

1 Random Item (Major)

Faction Reputation Bonus (Major)*

Legendary Adventure

5 Turns

Earns three of the following:

+50% XP

1000-3000 cp

3 Random Items (Average)

2 Random Items (Major)

1 Random Item (Grand)

Faction Reputation Bonus (Grand)*

* Reputations are gained only with Towns or Major cities in the game, not major factions

Prisoners

The dungeon of Caed Nau contains nine cells, but upgrading (purchasing) the Dungeon option makes it possible to take prisoners. Here's a list of possible prisoners that can be taken over the course of the game:

Nyrid

Nyrid can be found in a house in Copperlane North of the Forum, and due West from Admeth's Den. He has disguised himself as a local svef dealer. After defeating him in combat, he asks for mercy. At this point, if you have dungeons built at the stronghold, they can take him as prisoner.

Eorn

Eorn can be found in the southwest corner of the Catacombs in Defiance Bay. When you meet him, you can divulge information from about a crime he committed. At this point, you can choose to punish him yourself and place him in your stronghold Dungeon.

Naelde

After the Riots in Defiance Bay, you're told the Leaden Key Assassin has fled toward Twin Elms. On route in Stormwall Gorge, you are waylaid by a group of Leaden Key Agents. After defeating them, the remaining survivor reveals herself to be a wizard named Naelde. You can then take her prisoner at this point.

Gramrfel the Wayfarer

After reaching Copperlane, if you choose to return Magran's fork, a high level band of bandits can be found in the wilderness. After defeating the group, Gramrfel pleads for mercy. At this point, you can choose to throw him in your dungeon.

Aefre

While on the "Supply and Demand" quest in Defiance Bay, you confront Aefre about her attacks on the Brothel in town. If you choose to fight her, you can choose to take Aefre prisoner when the battle is over.

Mercenary Captain Esmer

Captain Esmer and his crew are trespassing in the Glanfathan lands of Twin Elms and surrounded by hunters. The hunters agree to let the soldiers go if the captain is killed or denied his freedom. If you decide not to kill him, he volunteers to stand prisoner so that his men can return home safely.

Kestorik

On level 12 of Od Nua, you encounter a Scout Leader named Kestorik. After defeating her, you have a chance to either finish the Vithrak off or take her as a Prisoner at the stronghold.

Rare Items

When the Merchant Stalls upgrade has been made, it's possible to buy goods at the stronghold. Some are more valuable than others and there are even some unique items to buy. Here are all the unique items (see the Armor section of this guide for details) sold by Azzuro, the Rare Item Merchant:

Wurmwull

Scâth Gwannek

Hiro's Mantle

Rebel’s Call

Mabec’s Morning Star

Malina’s Boots

Husk of the Great Western Stag

Rimecutter

Gyrges’ Gloves

Stronghold Attacks

Monster attacks occur when hordes from the Endless Paths of Od Nua infiltrate your stronghold. However, these attacks can be negated entirely if corresponding floors in Od Nua are cleared:

Clear Level 1

Wood Beetles and Spear Spiders

Clear Level 2

Xaurip and Wurms

Clear Level 3 & 4

Trolls and Oozes

Clear Level 5 & 6

Skeletons

Clear Level 11

Shades and Forest Lurkers

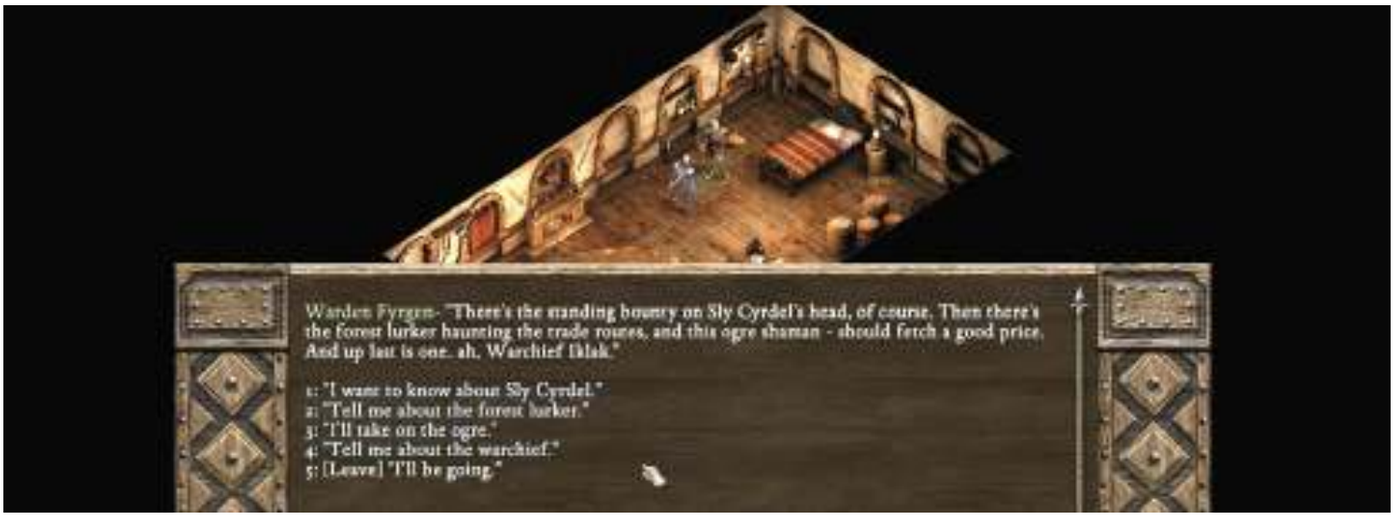
Clear Level 12

Vithrack - Clear Level 12

Clear Level 13

Caen Gwlas and Spectres

Stronghold Warden Bounties



After building the Warden's Lodge upgrade, you begin receiving bounties from the Warden when you speak to him. Each tier must be completed before the next group of bounties becomes available. Here's a list of the bounties:

Tier 1

- Warchief Iklak
- Nalrend the Wise
- Sly Crydel
- The Dweller

Tier 2

- Songsmith Roska
- Daroth Grimault
- Thorfen
- Glasdial

Tier 3

- Devwen
- Captain Muarumi
- Foemyna
- Galen Dalgard

Tier 4

- Naroc the Prophet
- Sserkal
- High Arcanist Ysly

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Training
Combat

Overview

The game uses a real-time with pause system to control the pace of combat. The player commands one or more of his or her party members by issue orders, ranging from continuous activities, like making standard attacks, to the activation of limited-use tactical abilities, such as spells. Positioning the party and coordinating attacks and abilities is one of the major keys to success.

Successful combat requires understanding the game's combat system and utilizing each character's unique abilities and spells to take down the enemy. Also, it helps to know what the relative strength and weakness of the enemy is, which can be partially revealed by placing the cursor over it. After battling many of the same type of monsters, the Bestiary becomes filled valuable information to prey against its weakness.

Combat is very dynamic and there's no set rule for winning every encounter as it is largely depend on the members of the party, their equipment, and spells and abilities at their disposal. Generally speaking, each class of character should fill a role in the party to aid in combat. For example, the heavily armored melee fighters should be positioned (using the formation feature) to engage the enemies at close range to pin them down. Meanwhile, the ranged character should focus on projectile weapons or spells to support their comrades or deal massive damage to single or groups of enemies.

Stealth

Scouting mode can be used to sneak up upon foes and ambush them. This is especially useful for spell casters to get into range while the melee fighters rush the enemy. On the other hand, using Stealth to become stealthy allows players to avoid a lot of combat. Many encounters are forced in the game, but there many situations where it may be a better option to sneak past, unseen and unharmed.

Melee Engagement

When two combatants come near each other and one of them A) has a melee weapon equipped, B) is not moving, and C) is not currently at their maximum limit of engagement targets, the other character will be Engaged. When an opponent is Engaged by an attacker, moving any significant distance away from the attacker provokes a Disengagement Attack, a “free” action with no recovery.

Disengagement Attack

A Disengagement Attack has an inherent Accuracy bonus. When it’s initiated, a Disengagement Attack automatically breaks Engagement on the target, but if the target is also the attacker’s current melee target, the attacker will typically be able to re-establish Engagement before the target can move farther away. However, a character cannot immediately re-engage a target that has just broken engagement.

End Conditions

If the attacker switches to a non-melee weapon or performs a non-melee-based action, Engagement immediately ends. If the attacker moves away from their Engagement targets, is paralyzed, knocked down, or otherwise prevented from maintaining a threat, Engagement will also immediately end. If the attacker has a limited number of Engagement targets (as most do) and switches his or her attack focus to a different character, Engagement immediately ends.

Engagement range is only a little more than a character width and most characters can engage only one enemy at a time. If they don’t have a target, it’s the first enemy who enters their radius. For fighters in Defender mode, it’s the first three, one of which is typically someone they are attacking. Fleeing targets can be engaged, as soon as the pursuer catches up to them and stops moving, forcing them to also stop.

Combat Actions

Actions take place in a real-time environment, which include repeated action, such as standard attacks and reloading/firing, and one-off/special use actions such as spell casting and item use. Selecting an action to perform results in the character performing that action as soon as they are in range. Each action takes time to perform, as the relevant animation plays out, and can be interrupted. Each action is followed by recovery time until the next action can be performed (movement simply pauses recovery time). Note that there is usually a trade off in the amount of damage a weapon does compared to the attack/reload rate.

Key Factors

- Certain Spells and abilities can speed up attacks/actions.
- Heavier armor hamper recovery time between actions, thus decrease attacks/action speed.
- Weapons have different attack speeds (and reload speeds).
- Generally, a two-handed weapon takes more time to use than a fast one-handed variety, or using magical implement.
- A character wielding two weapons is making more frequent attacks than when wielding one weapon.

Attack Resolution

All rely on using Accuracy to overcome one or more of the target's four defenses. The Accuracy of an attack is determined by the character's class, level, equipment, and special bonuses. The effectiveness of a strike is determined by an attack roll. Note that a successful attack may Interrupt the target Action and result in an impact animation.

Attack Roll

This represents a character's attempts to strike an opponent. Each attack can result in Critical Hit, Hit, Graze, or Miss, which affects the attack damage or duration. The likelihood of each outcome is based on the difference between the attacker's Accuracy vs. target's defense values and can be further modified by various class abilities.

Accuracy

Accuracy is based on Dexterity. It represents the measures of a character's chance to hit with any attack melee/ranged weapons, spells etc. It can be further modified by various class abilities. The Base accuracy calculation is as follows: class base + [(level-1) * 3] + Dexterity

Defense

A character's Defense represents how hard it is for opponents to land damaging blow on the character. There are four Defenses: Deflection, Fortitude, Reflex, and Psyche. The higher a character's Defense, the more likely the opponent is to miss or only graze. Defenses are determined by character attributes and class and are further modified by level, equipment, spells, abilities, and talents.

Deflection is used to resist most weapons and the natural attacks of monsters. It is defined primarily by the character's class and level. No attributes affect Deflection. Fortitude helps characters defend against attacks that can physically overpower them, such as knockdowns, poison, or disease (Might and Constitution). Reflexes resist area attacks like fireballs or a dragon's breath (Dexterity and Perception). Mental attacks almost always target the character's Will (Intellect and Resolve). As with Accuracy, characters' defenses all increase as they gain levels.

When an attack is made, the target's appropriate defense score is subtracted from the attacker's Accuracy. That difference is then added to a random number between 1 and 100 to determine the results.

- >15 = Miss - No effect on the target
- 16-50 = Graze - Damage and durations are halved
- 51-100 = Hit - Standard damage and durations
- >100 = Crit - Damage and durations are increased by 50%

Interrupts/Concentration

If a character is hit while performing an action such as casting a spell, attacking an enemy, or reloading a weapon, their action is interrupted if they can't maintain Concentration. If an action is interrupted, it completely stops. If it's a repeated action like reloading/firing or performing standard attacks, it restarts from the beginning as soon as the interrupt animation finishes. For one-time/special use actions, the action isn't "lost," but it will not automatically re-attempt.

Concentration

Concentration prevents characters from playing hit reactions when they take damage. If a character cannot maintain Concentration, they will play a hit reaction and the attack/reload/spell is interrupted. Concentration is influenced by Resolve.

The calculation for concentration is: Base Concentration * (1 + [{Resolve * 3}/100])

Interrupt

Interrupt chance is based primarily on the attack result and the Perception of the attacker vs. the target's Concentration. Every Attack can have a base Interrupt value but the attacker must at least score a Graze. Also, Interrupt duration is defined by Interrupt Strength.

If a character's Interrupt is high it can stop the enemies actions if they hit them more often. Each weapon/attack have a base interrupt value and attacks that have high rates of fire (like wands and spell missiles) or area of effect abilities generally have low Interrupt values. However, firearms have relatively low base Interrupt and high damage.

These values can further be modified by magical weapons, items or the talent Interrupting Blows. Magical weapons can have a special property that bumps their base Interrupt rating up by one category. Magical items (usually armor) and spells/abilities can have a special property, called Interrupting, that increases the base value by a percentage.

Damage

When a character lands a damaging blow, they deal damage according to the damage type vs. Damage Reduction. Damage is typically associated with one of seven damage types: Slash, Crush, Pierce, Burn, Freeze, Shock, or Corrode. However, an eighth damage type, Raw, always ignores armor. It is typically inflicted only by poison, bleeding wounds, or similar effects. Whenever damage is applied, the target subtracts their Damage Reduction, though even with very high Damage Reduction, the target always takes a small amount of damage. Many armor types, worn by the player's characters and enemies, have special resistances or vulnerabilities to specific damage types.

EXPLOITING WEAKNESSES

One of the most important aspects of being effective in combat is to use the right type of damage source to exploit an enemy's weakness, while avoiding their resistances.

Damage affect the target's current Health and Stamina. Health loss occurs at the same time as Stamina loss and at the same rate.

Key Factors

Damage Type: All damage dealt has a certain Damage type, affecting the efficiency of the target's Damage Reduction.

Damage Reduction (DR): This is the amount of damage that armor directly subtracts from each attacks taken (after Damage Type calculations), though a small percentage of damage may get through even the thickest armor.

Minimum Damage: No matter how high the DR, a minimum amount of damage will get through armor.

Afflictions

Some enemies and situations may cause Afflictions on the party members. These can be seen above each character portrait—hover over them for more information. Some Afflictions are lost over time, while others can be recovered only through healing and resting. Note that some creatures can be immune to one or more afflictions.

Blinded

Accuracy is reduced by 25 for all sources. Perception is reduced by 4. Movement is reduced by 2. Reflexes and Deflection are reduced by 20.

Charmed

Target fights on behalf of the enemy at reduced capacity. Speed, Accuracy, and all defenses are reduced by 25. Charmed is exclusive, meaning a character can only have one Charmed affliction at a time. A newer one will dispel any older one present.

Confused

Every 6 seconds, the target checks randomly to do one of the following: behave normally (25% chance), attack ally (25%), walk in random direction (25%), do nothing (25%).

Dazed

Accuracy is reduced by 10 for all sources. Dexterity, Perception, and Intellect are all reduced by 2. Speed is reduced by 15%.

Dominated

Target is subservient to the will of the enemy and uses everything at its disposal to fight its former teammates. Overrides Charmed. Dominated is exclusive, meaning a character can only have one Dominated affliction at a time. A newer one will dispel any older one present.

Flanked

Deflection is reduced by 10.

Frightened

Resolve and Dexterity are reduced by 2. Accuracy is reduced by 10 for all sources.

Hobbled

Dexterity is reduced by 2. Movement is reduced by 3. Reflexes are reduced by 20.

Paralyzed

Can’t take action. Dexterity is set to 0. Reflexes and Deflection are reduced by 40. Overrides Stunned, Stuck, and Prone.

Petrified

Soul manifests as stone = you turn to stone. As Paralyzed, but attacks damage Health directly instead of Stamina. Overrides Paralyzed, Stunned, Stuck, and Prone.

Prone

Can’t take action. Dexterity is reduced by 2. Reflexes and Deflection are reduced by 10.

Sickened

All attributes are reduced by 1. Fortitude and Will are reduced by 20.

Stuck

Immobile. Dexterity is reduced by 2. Accuracy is reduced by 5 for all sources. Reflexes and Deflection are reduced by 20.

Stunned

Can’t take action. Dexterity, Perception, and Intellect are all reduced by 4. Reflexes and Deflection are reduced by 30. Overrides Stuck and Prone.

Terrified

Resolve and Dexterity are reduced by 4. Accuracy is reduced by 20 for all sources. Overrides Frightened.

Weakened

Strength and Constitution are reduced by 2. Movement is reduced by 2. Fortitude and Will are reduced by 20.

Injuries

Injuries are long-term afflictions and they last until the character rests. Unlike Afflictions, Injuries are typically gained through scripted interactions and not a result of combat. Yet, they still have a significant impact to the fighting shape of the party.

Bruised Ribs

Fortitude Defense Penalty

Concussion

Will Defense Penalty

Sprained Wrist

Deflection Defense Penalty

Swollen Eye

Accuracy Penalty

Twisted Ankle

Reflexes Defense Penalty

Wrenched Knee

Combat Movement Speed Penalty

Wrenched Shoulder

Action Speed Penalty

Life and Death

A character's vitality is represented Endurance and Health. It is the measure of how much punishment a character can withstand before going unconscious, maimed or dying.

Unconscious

The majority of damage a character takes applies to Endurance. If a character loses all of his or her Endurance, they are knocked unconscious, unable to move or take any actions. Unconscious characters cannot benefit from stamina healing, but they can be revived to life via certain abilities. Once the fight ends, they regain consciousness and eventually recover their Stamina.

Maimed

Health loss occurs at the same time as Endurance loss, but at a character has much more Health than Endurance. If a character loses all Health and Endurance) during a fight, they become maimed and near death. A maimed character may still move and take any actions, but suffers severe penalties to their Accuracy and all defenses. This condition can be remedied with Rest.

Dead

If a character loses all Health during a fight, and is maimed, any damage they sustain results in death. Dead characters cannot be restored and are removed from the game. Their soul leaves its body and their energy moves forward in the eternal cycle of the Wheel.

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Races

Races and Subrace

History

All playable races and ethnicities have been around for (at least) tens of thousands of years and have evolved into their current forms, as have their cultures. In this way, races should be thought of like homo sapiens on Earth. They did not come into the world fully formed and educated. Most of their past is effectively pre-history (before written records). Technological advancements like medicine, machines, and armor are all relatively recent. Even soul-bending magic and theories are relatively young for most of these races and cultures.

Race and Culture

Races and cultures do not directly overlap. While there are some cultures that are dominated by a particular race, most of the major cultures in and around the Dyrwood have heterogeneous mixtures of races. In most cases, this means that race is less of a determining factor in identification than culture.

Unless a race is intentionally segregated from other cultures, members will tend to identify as citizens of their home culture, not with a racially homogenous culture in foreign lands. For example, an aumaua who grows up in the Vailian Republics will probably identify as Vailian, not Rauatai (an almost entirely aumaua culture to the northeast).

The cultures of Eora are historically peopled by a mixture of diverse racial backgrounds. This means that characters cannot be measured against any predetermined notions about dwarves, elves, or other familiar figures. A dwarf from the Vailian Republic, for example, might have more in common with a Vailian elf than he or she would with a dwarf of the Deadfire Archipelago. While creating a character, and encountering others along the way, it is important to consider the innate complexities of personal history and heritage.

Racial Modifiers

Races have ability score modifiers that remain consistent between ethnicities. This provides a boost to each race and allows ethnicities to effectively be cosmetic.

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Races
Aumaua

Aumaua

Attribute Bonus: +2 Might

The aumaua are a race of large (115% human-sized) humanoids that originated and typically live and work in warm oceanic climates. Although they are not the most widely-traveled racial group in the world (that distinction belongs to Calabandran humans), they have been exploring and settling continuously for the longest period of time, over 20,000 years.

Aumaua have two widely divergent ethnicities that are geographically separated by thousands of miles, likely due to a huge migration that took place over 15,000 years ago. Aumaua are not found in large numbers in any cultures other than “their” own, and when they do integrate into non-aumaua cultures, they tend to assimilate fully. They are occasionally found in the Dyrwood, Vailian Republics, Readceras, and rarely in Aedyr. When found, they are most often in or near port cities.

Aumaua are physically distinct from other races due to their towering size, “inverted triangle” physique, odd skin and hair coloration and textures, and head shape. Aumaua natural lifespans are typically between 70 and 115 years.

Island Aumaua

Features: Higher body fat, though not “actually” fat, very wide nose bridges and widely-spaced eyes. Round or square faces. Upturned or prominent eyes with epicanthic folds. Long skulls with prominent domes. Hair does not grow on the very top of their skull. Slightly webbed hands and feet (below the second knuckle). Long arms. Tiny ears that barely protrude from the head.

Skin: Warm tones, often brown or yellow running into (fish-like) white.

Hair: Clay-red, copper, green-brown, brown, black. Wavy or kinky texture.

Eyes: Yellow, silver, blue, copper, hazel.

The most common way non-aumaua distinguish aumaua is between southern “island” aumaua and northern “coastal” aumaua. Southern aumaua are physiologically similar in many ways, but have coloration that is starkly different from their northern kin. As their nickname suggests, island aumaua originate in a huge archipelago a thousand miles south of the Vailian Republics.

The island aumaua “native” culture’s dominant look is a blend of Polynesian and Japanese, with technology approaching that of 15th century Japan. Metal is used in small quantities, with wood, sharkskin leather (shagreen), abalone shell, and cloth being used extensively.

Though still uncommon in the Dyrwood and surrounding environments, island aumaua are more commonly encountered here than coastal aumaua, who are quite rare. When encountered around the Dyrwood, they are often laborers, fishermen, or sailors.

Racial Ability

Armed to the Teeth

Effects: All island aumaua gain an additional Weapon Set.

Coastal Aumaua

Features: Very wide nose bridges and widely-spaced eyes. Rectangular or square faces. Narrow, almond, or round eyes. Long skulls with prominent domes. Slightly webbed hands and feet (below the second knuckle). Long arms. Tiny ears that barely protrude from the head.

Skin: Cool tones, often blues, grays, or greens running into (fish-like) white.

Hair: Silver, blonde, strawberry red, brown. Straight or wavy texture.

Eyes: Yellow, silver, blue, gold, green, brown.

Dwelling primarily in the northern hemisphere, so-called “coastal” aumaua live in a conquered mainland region, mostly along the coast. Coastal aumaua cultures are more centralized and urban than their southern cultures, though they are still involved in seafaring.

While it isn’t accurate to think of island aumaua as peaceful and coastal aumaua as warlike, that is exactly how many people in the Dyrwood view them. The reason for this is connected to the ancient campaign of war in which aumaua pushed Thyrtan, Natlan, and orlan communities out of a number of territories. Because this successive series of wars allowed the aumaua to re-settle the northern lands, it is vaguely recollected in many peoples’ minds.

Coastal aumaua are more common in Aedyr than in the Dyrwood or surrounding areas, but when they are encountered, they are often mercenaries, bodyguards, or soldiers.

Racial Ability

Towering Physique

Effects: Self: +20 Defense against Stunned, +20 Defense against Prone

Costal aumaua are renowned for their natural “sea legs” and sturdy builds. Whether it’s due to their long history of seafaring or something that has been innate within them for generations, all coastal aumaua have an inherent resistance to being Stunned or knocked Prone.

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Races
Dwarves

Dwarves

Attribute Bonuses: +2 Might, +1 Constitution, -1 Dexterity

Dwarves and orlans are equally common in the Dyrwood, though dwarves are typically found in colonies, not the forested interior. Most historians believe dwarves originated somewhere in the southern hemisphere and have spread rapidly in waves over thousands of years, almost always via land travel. Many dwarf-heavy cultures are noted for being among the most aggressive terrestrial colonists in the world. However, these colonial expeditions fail more often than they succeed, and dwarven colonial ruins are scattered across the known world.

Physically, dwarves are known for being short (about 60% human height) and thick-limbed. They tend to be extremely sturdy and durable, often attributed to spending millennia living in rocky environments more suited to goats than people. Their natural lifespan is typically between 110 and 190 years.

Mountain Dwarves – Aptapo

(AHP-tah-po, from aptapolare “goat people,” Vailian)

Features: Broad-bridged, strong noses. Broad, square, inverted triangle or inverted heart-shaped faces. Broad jaws and necks. Almond or thin eyes. Deep-set eyes, very prominent brows.

Skin: Fair to dark brown, tough and leathery, often creased even among the young.

Hair: Blonde, strawberry blonde, red, auburn, brown, and black. Wavy, curly, or kinky texture.

Eyes: Green, hazel, gold, gray, brown, black.

Mountain dwarves originated in the continent to the east of the Dyrwood, but have spread through the area several times before, with most of the evidence being found in remote mountain ranges. Like all dwarves, Aptapo have always been smaller than humans. Unlike the frequently-abused orlans, the Aptapo have always directly fought back and fortified their residences rather than move on. Also unlike orlans, mountain dwarves are strong and tough for their size.

Mountain dwarves are common in the Vailian Republics and uncommon in the Dyrwood and Readceras. They are rarely encountered in Aedyr, most often traveling with Vailian trading ships.

Racial Ability

Hale and Hardy

Effects: Self: +20 Defense against Poison, +20 Defense against Disease

Mountain dwarves are the most well-traveled race in Eora. Their incredible journeys have exposed them to all manner of lethal poisons and horrific diseases. As a result, all living mountain dwarves have a strong resistance to both.

Boreal Dwarves – Enutanik

(eh-NOO-tah-nik, “people of the tundra,” Enutanik)

Features: Moderately wide, flatter noses. Broader, flatter, rounder faces. Almond, downturned, or thin eyes with epicanthic folds. Shallow-set eyes, not-prominent brows.

Skin: Tan to dark tan, tough and leathery, often creased even among the young.

Hair: Auburn, brown, black, grey. Straight, thin.

Eyes: Hazel, brown, gold, copper, deep violet, black.

Most boreal dwarves live in the remote southern island of Naasitaq, where they share the rocky tundra and snow-covered forests with migratory pale elves and the coast-hugging ships of aumaua. Some also live in the cramped, humid, towering cities of Aedyr, among the aggressive explorers who crossed an ocean to colonize theDyrwood. Like their northern cousins, Enutanik share an instinctive drive to explore and cover long distances in spite of their small stature.

Boreal dwarves are extremely rare in Aedyr, more common in the Vailian Republics, and seldom encountered in the Dyrwood or Readceras.

Racial Ability

Hunter’s Instincts

Effects: Self: +15 Accuracy against Primordials, +15 Accuracy against Wilders

In the traditional lands of the boreal dwarves, primordial creatures (oozes, sentient fungi and plants) and wilder (ogres, skuldrs, trolls, vithracks, and xaurips) have long preyed on isolated hunters. Generations of conflict with these creatures has given the boreal dwarves inherent Accuracy bonuses against them.

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Races
Elves

Elves

Attribute Bonuses: +1 Dexterity, +1 Perception

Elves are the second most common race in the Dyrwood and heavily populate both the Aedyr-founded colonies and the deep reaches of Eír Glanfath. Elf-dominated cultures are among the least expansive and colonial, the Aedyr being a notable exception (though only after a human kingdom merged with an elven kingdom). Physically, elves are known for their speed. They tend to be about 10% shorter than humans and slighter of build.

Wood Elves – Sceltrfolc

(SKEL-trr-folk, “sheltered people,” Hylspeak) aka Cythwod (SEETH-wod, “home wood,” Aedyr)

Features: Thin and pointed noses, narrow rectangular or oval faces. Round, almond, or prominent eyes. Deep set eyes, strong brows, high cheekbones. Pointed ears. High, overly-arched eyebrows.

Skin: Fair to light tan.

Hair: Blonde, red, brown, or black. Hair texture is straight or wavy. No facial hair.

Eyes: Blue, green, gold, hazel, gray.

Originated 3,500 miles north of present-day Aedyr, south of where the Thyrtan are believed to have lived long ago. They have progressively migrated south through the forests at a similar pace to the Thyrtan and now cover most of the continent all the way south across the equator. Additionally, a large number of Sceltrfolc elves are believed to have migrated across the sea to Eír Glanfath in some pre-historical era. Glanfathan elves are physiologically identical to those from Aedyr but share no culture in common. Their natural lifespan is typically 200-310 years.

Their Hylspeak name for themselves, “Sceltrfolc,” contains the word “folc,” which is a homophone for “folk”, a common name for humans. In many ways, Sceltrfolc from the Aedyr share more in common with a nearby human ethnic group (the Thyrtan) than any other. This is not true of Sceltrfolc from Eír Glanfath.

Racial Ability

Distant Advantage

Effects: Self: +5 Accuracy, Deflection, Reflex against distant enemies

Against any enemy that is more than 4m away, you gain a bonus to Accuracy, Deflection, and Reflex.

Pale Elves – Glamfellen

(GLAHM-fel-len, “twilight dwellers,” Glamfellen)

Features: Mid-width to narrow noses, heart-shaped or round faces. Almond, thin, hooded eyes with epicanthic folds and large irises. Mid-set eyes, wider spacing, weaker brows. Pointed ears, arched eyebrows.

Skin: Extremely pale and translucent, ranging from snow white to fair. Their skin often lacks any warmth other than their faintly-visible circulatory system.

Hair: White, blonde, strawberry blonde. Straight, thin. Males can have facial hair.

Eyes: Green, blue, gray, gold, red, violet, pink.

It is unclear exactly how long ago the Glamfellen came to the southern polar regions of the world, but they have lived there for at least 12,000 years based on their continuous contact with aumaua traders. They appear to be among the most stationary ethnic groups in the known world, migrating within the polar region but seldom venturing far north. They are rare in all northern lands and most people consider them exotic (if they have seen one at all).

Some linguistic similarities between Glamfellen, Aedyr, and Hylspeak suggest that the Glamfellen elves lived in the northern hemisphere once long ago and probably broke off from the Sceltrfolc tribes.

Racial Ability

Elemental Endurance

Effects: Self: +5 Damage Reduction (Burn), +5 Damage Reduction (Freeze)

The pale elves’ long history of living in inhospitable climates has given them an inherent resistance to Burn and Freeze damage.

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Races
Humans (Folk)

Humans (Folk)

Attribute Bonuses: +1 Might, +1 Resolve

Humans (also called “folk”) are the most common race in the Dyrwood and dominate all local cultures except for Glanfathan. Physically, humans are known for being large and powerful, though not as much as the aumaua. Their typical natural lifespan is between 60 and 100 years.

Racial Ability

Fighting Spirit

Requires Endurance below 50

Effects: Self: +7 Accuracy, x1.15 All Damage for 20 sec

All folk have an indomitable spirit that rises to the challenge when things look grim. Whenever a folk is below 50% Endurance, they gain a bonus to Accuracy and damage.

Meadow Folk – Thyrtan

(THEER-tan “fair,” Aedyran)

Features: Thinner, more pointed noses. Thin lips. Rectangular or oval face shapes. Round, almond, or prominent eyes. Deep-set eyes and moderately-strong brows.

Skin: Fair to light tan.

Hair: Blonde, red, brown, or black. Texture is straight, wavy, or curly.

Eyes: Blue, green, hazel, grey, violet, or brown.

Meadow folk have traditionally lived at the edge of Sceltrfolc lands, working the open plains. They are the most common humans in Aedyr, Dyrwood, and Readceras. They can also be found in small numbers in the Vailian Republics.

Originated in the far north, but migrated south (for unknown reasons) toward the equator starting almost 10,000 years ago. They have now been near the equator for about 2,000 years. They have traditionally lived at the edge of Sceltrfolc lands, working the open plains.

Meadow folk are the most common humans in Aedyr, the Dyrwood, and Readceras. They can also be found in small numbers in the Vailian Republics.

Ocean Folk – Calbandra

(cahl-BAHN-drah “warm ring,” Vailian)

Features: Broader, flatter noises. Full lips. Round, almond, or prominent eyes. Mid-to-shallow set eyes and strong brows.

Skin: Light brown to extremely dark brown.

Hair: Rust brown, brown, black hair. Texture may be straight, wavy, curly, or kinky.

Eyes: Brown, green, grey, hazel, yellow-green, red-brown.

Originated near the equator on the other side of the world, migrated heavily due to rapid cultural expansion in the last two thousand years. Most cultures recognize that Calbandra are currently the most widespread human ethnicity in this part of the world.

Ocean folk are the dominant culture of the Vailian Republics, though they are also common in the Dyrwood. They are rare in both Aedyr and Readceras.

Savannah Folk – Natlan

(NAHT-lahn “origin” or “original”)

Features: Moderately broad noses. Moderately full lips. Almond or narrow eyes, sometimes with epicanthic folds. Mid-set eyes with shallow brows.

Skin: Lightly tan to dark tan skin with a warm reddish tone.

Hair: Auburn, green-brown, brown, or black hair. Hair texture is straight or wavy. Minimal, if any, facial hair.

Eyes: Blue-green, hazel, dull orange, brown, or black eyes.

Originated just south of the equator, north of Readceras. Even though they have migrated north heavily, most of the ethnic group has remained in the same location for tens of millennia. There are some cultural and anthropological indications that Natlan were near Eír Glanfath at some time prior to its presumed downfall, but Natlan-dominated cultures seemingly have no records of their interaction.

Savannah folk are uncommon in the Dyrwood and Vailian Republics. They are more common in Readceras and very rare in Aedyr.

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Races
Orlans

Orlans

Attribute Bonuses: +2 Perception, +1 Resolve, -1 Might

Orlans are relatively short (50-60% human-size) humanoids. Physically, they are notable for their small stature, hair-covered bodies, two-toned skin, and exceptionally large, hair-covered ears. They are also, by nature, nocturnal, though most orlans living among other races adapt to a diurnal schedule.

Due to their size, orlans have been victimized and marginalized by most of the cultures with whom they have come into contact. As a result, it is rare to find large communities of them and they have progressively retreated into heavily wooded environments over the last few centuries. Many orlan communities have also adopted brutal guerilla tactics including heavy use of traps and poison in the surrounding environment. As a result, even orlans raised in urban cultures often share their rural kin's nasty reputation. The natural lifespan of an orlan is typically between 50 and 80 years.

Hearth Orlans

Features: Enormous, fur-lined (on the back) ears. Small or narrow, often upturned noses. Round or heart-shaped faces. Narrow or almond eyes. Deep-set eyes and very prominent brows.

Skin: Two-toned, often light tan and a darker tan or brown. The tone division generally follows a "line" around the body and is more-or-less symmetrical outside of the "edge" between the two. Orlan skin often has a green or yellowish undertone to it. Orlan skin that appears to be "bare" always has a surprisingly thick coat of transparent hair on it.

Hair: Strawberry blonde, red, orange, blue-green, green, green-brown, brown, black. Coarse and thick, wavy or curly texture. It covers about 50% of their body and can go through a variety of gradations.

Eyes: Large irises with cat-slit pupils. Almond, round, or upturned eyes. Blue, green, gold, yellow, silver, violet, hazel.

So-called for their relatively sedentary nature, hearth orlans originated from the same place as their "wild" kin: the forested parts of the continent to the north of Readceras. While the wild orlans have stayed deep in the forests and jungles of the continent, hearth orlans progressively moved closer to lands settled by other races and established semi-permanent communities. The differences are not just cultural; hearth orlans are dramatically less hirsute than wild orlans, and generally more accepted by other races because of it.

Hearth orlans are often found as slaves in Readceras and the Vailian Republics, occasionally as slaves in Aedyr. One of the treaty terms between Dyrwood and the orlans and elves of Eír Glanfath was the liberation of orlan slaves. This has been honored, but many hearth orlans who continue to live in Dyrwood are indentured servants, slaves in most practical ways.

While wild orlans are feared for their tenacity and explosive violence, hearth orlans are feared for their ability to conceal hostility.

Racial Ability

Minor Threat

Effects: Self: +10% of Hits converted to Crits when attacking the same target as an ally

When hearth orlans attack a target that is also being targeted by a teammate, they convert some of their Hits to Crits.

Wild Orlans

Features: Enormous, fur-lined (all over) ears. Small or narrow, often upturned noses. Round or heart-shaped faces. Narrow or almond eyes. Deep-set eyes and very prominent brows.

Skin: Two-toned, colors often vary widely, with the darkest tones being a dark chocolate brown. The tone division generally follows a "line" around the body and is more-or-less symmetrical outside of the "edge" between the two. Orlan skin often has a green or yellowish undertone to it. Wild orlans have very little visible skin, but even "bare" skin has a surprisingly thick coat of transparent hair on it.

Hair: Yellow, yellow-green, red, orange, blue-green, green, green-brown, brown, black. Coarse and thick, straight or wavy texture. It covers about 90% of their body and can go through a variety of gradations.

Eyes: Large irises with cat-slit pupils. Almond, round, or upturned eyes. Blue, green, gold, yellow, silver, violet, hazel.

Wild orlans are only rarely found in established communities. They are the "original" orlans who lived (and continue to live) in the deepest forests and jungles between the tropics. Wild orlans have only been significantly separated from hearth orlans for a thousand years, but due to the short lifecycles of orlans, the few genetic differences between them have appeared rapidly.

The most obvious difference between hearth and wild orlans is that the latter are almost entirely covered with hair (or fur, depending on how you look at it). The face and neck of a wild orlan are covered with hair as thick as any other part of their body. This (and their cultures' general xenophobia) has caused other races to classify them as "wild."

Wild orlans are common in the deep reaches of Eír Glanfath, alongside many Sceltrfolc. They are also less commonly encountered in the Dyrwood or enslaved in Readceras and the Vailian Republics. Most people consider wild orlans to be poor slaves due to their lack of language skills and their extremely violent nature.

Racial Ability

Defiant Resolve

Effects: Self: +10 Deflection for +10 sec when targeted by a Will attack, +10 Fortitude for +10 sec when targeted by a Will attack, +10 Reflex for +10 sec when targeted by a Will attack, +10 Will for +10 sec when targeted by a Will attack

After being subjected to a Will attack, wild orlans temporarily gain a bonus to all defenses.

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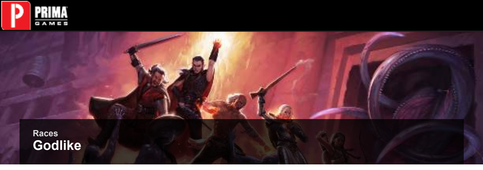


Races
Godlike

Godlike

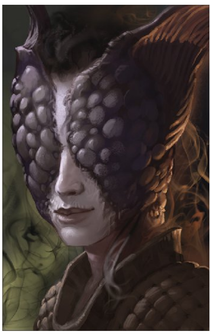
Attribute Bonuses: +1 Dexterity, +1 Intellect

The godlike are the children of humanoids (most often humans) who have been "blessed" (or cursed) with the physical manifestation of a divine spark granted by the gods. Godlike manifest their divine heritage in a variety of ways—wings, horns, strange birthmarks, talons, odd eyes—but they always manifest it somehow. Though their appearances vary, they are unmistakably otherworldly when anyone gets a clear look at them.

Godlike are equally uncommon all over the world. No one region seems to have any more or less than another. The life expectancy of godlike tends to be similar to that of the mother's and father's race. All godlike are sterile/infertile. They are incapable of reproduction with each other or any other creature. This fact often colors how cultures regard them and their roles in society.

Sometimes, the reaction they get is overwhelmingly positive. Many times, the reaction is overwhelmingly hostile. For better or worse, the physical "gifts" that mark them as godlike always come with supernatural blessings (and curses) of their own.

Godlike Variety



Features: Godlike facial structure tends to be as the mother's and father's. E.g., a mountain dwarf godlike will tend to have a wide jaw and more square face shape even if the skin coloration is completely different.

Skin: Godlike skin tones sometimes come from the mother and father, but often are completely unnatural or blend into some sort of unnatural growth (e.g., moss, feathers, etc.). In many cases, godlike skin is completely inhumanoid, looking like it is made of water, fire, gold, or some other "impossible" material.

Hair: Godlike hair is often not hair but horn, fire, plant growths, feathers, or other oddities. Sometimes they do have hair but it is of an inhumanoid tone or texture and blends in with other growths.

Eyes: Godlike eyes are always unusual in some way, from inhumanoid coloration to odd iris shapes (e.g., goat or bird iris shapes) to no visible iris or pupil.

It's not accurate to say that there is only one ethnicity of godlike because most godlike are fundamentally unique. Even if there are physiological similarities between two godlike, the circumstances of their birth and upbringing mean those similarities don't mean much.

There are only two constants for godlike. First, the shape of their heads is distinctly and obviously unlike any other humanoid. Not only does this mean that they cannot wear any head gear (e.g., helmets), but it's virtually impossible for them to conceal their head without drawing an enormous amount of attention.

Second, godlike limbs are always covered in some sort of growth (scales, feathers, talons, etc.) or energy that is also obviously not humanoid. It doesn't prevent them from wearing clothing of any sort, but if their limbs are exposed, their nature is obvious to anyone who sees it.

Death Godlike

Death Godlike are the most distrusted of their kind. Strange growths cover their eyes—or, in some cases, entire face—giving them a sinister appearance. The growths are transparent for the Godlike but opaque from the outside, hiding their features. Death Godlike are commonly killed at birth because many cultures consider them to be harbingers of doom.

Racial Ability

Death's Usher

Effects: Self: x1.2 Damage against enemies with low Endurance

Death godlike seem to have an innate sense for the vulnerability of their enemies as death approaches. Against all targets with low Endurance, death godlike gain a bonus to damage.

Fire Godlike

The bodies of Fire Godlike often resemble hot metal, burnt wood, or stone, with harmless flames that erupt from the cracks in their skin. Fire Godlike are objects of both reverence and fear in the Deadfire Archipelago. Many locals believe they have the power to awaken volcanoes—or that killing one will cause a volcano to awaken. In the Dynwood, Fire Godlike are often seen as a sign of the blessing of Magran, goddess of war and fire.

Racial Ability

Battle-Forged

Effects:+2(x Character Level) Fire Damage vs Deflection; +3 DR

When reduced below 50% Endurance, fire godlike glow like metal in a forge, gaining Damage Reduction and doing a small amount of fire damage to any creature who hits them in melee.

Nature Godlike

Nature Godlike appear to be a fusion of human and animal features, often covered by plants, moss, or fungi. This has led to the common stigma that they are diseased, and many are killed at birth because of it. Many druidic orders have a keen interest in Nature Godlike because of their general curiosity as to how souls occupy animals, plants, and stones.

Racial Ability

Wellspring Of Life

Effects: Self: +1 Might while Endurance below 50%, +1 Constitution while Endurance below 50%, +1 Dexterity while Endurance below 50%

The souls of nature godlike respond powerfully to distress and the impending collapse of their physical body. While a nature godlike is below 50% Endurance, they gain a bonus to Might, Constitution, and Dexterity.

Moon Godlike

Moon Godlike are the most tolerated of the godlike. While their skin tone and a large moon-like growth on their foreheads may be strange to some, their appearances are generally considered more palatable by the other kith. Sailors have many beliefs about Moon Godlike and their propensity to bring luck, though there is little agreement as to what kind of luck they tend to bring.

Racial Ability

Silver Tide

1 per encounter

Never

Aura Range: 20m (base 20m)

Effects: Friendly Aura: +5 Endurance

The souls of all moon godlike are connected to reserves of healing energy. In combat, the first time a moon godlike is reduced below 75%, 50%, and 25% Endurance, they will automatically generate a wave of healing around themselves.

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Classes
Barbarian

Areas of Focus:

Major: Crowd Control

Minor: Striking

Supplemental: Defense

Barbarians are the savage warriors of our world, fighting with pure feral aggression rather than subtle maneuvering or disciplined tactics.

Lore

Brutes. Madmen. Berserkers. Though city-dwelling people often use the term “barbarian” with a dose of disrespect, these rural warriors are respected by their communities for their ferocity and fearsome presence on the battlefield. Barbarians have a special, almost religious role in some cultures, but in many places, the undisciplined, fearless style of the barbarian is simply how warriors conduct themselves.

Overview

Barbarians are savage warriors, fighting with pure feral aggression rather than subtle maneuvering or disciplined tactics. Their primary focus in combat is dealing with large numbers of foes, preferably by rapidly cutting them down in a frenzy of attacks.

Barbarians are the wild, unconventional counterparts to fighters. Distinguished by their recklessness, ferocity, and their predilection to substitute raw aggression for discipline. Lacking the accuracy and strong Deflection of the fighter, the barbarian makes up for his lack of discipline through sheer speed, savagery, and abilities tailored for fighting groups of enemies. Barbarians are a challenge to deal with on a battlefield, though they are vulnerable to exhaustion if they don’t pace themselves.

Barbarians come from many of the more remote cultures found across the world. In the Eastern Reach, barbarians most often come from Eir Glanfath, though some can be found in rural Dyrwoodan communities or drifting in from abroad through port cities like Defiance Bay and New Heomar. Barbarians are often used as shock troops for dealing with mobs or simply to intimidate the easily-cowed with their ferocity. As the Dyrwood has settled down over time, the regular employment of foreign barbarians has slowed significantly, but they still make up the majority of Glanfathan front-line forces. Barbarians all have a strong skill focus in Athletics and lesser focus in Survival.

Starting Stats

Endurance

48 + 16/level (Very High)

Health

6 x Endurance (Very High)

Accuracy

25 + 3/level (Average)

Deflection

15 (Low)

Skill Bonus

Athletics +2 Survival +1

Starting Abilities

Carnage – When a barbarian hits with a melee attack, they make reduced-damage attacks at all other enemies within a short distance of the target.

Tactics

AoE Striker Build

Advantages: High Attack Rate, Moderate AoE, Great Accuracy, High Health/Endurance, Less Micro

Disadvantages: Low Deflection, Few tactical options

Strategy

The AoE Striker Barbarian focuses on rapidly attacking enemies to cause carnage to trigger and strike enemies in a large AoE. This character is best when following a heavier tank into battle as it does not have the best defenses, though Frenzy and Savage Defiance can help mitigate some incoming damage. Use Frenzy often and try to focus on flanking enemies.

Equipment

Focus on Sabres, Maces, Battle Axes, and Flails. Wear Medium to Heavy Armor to compensate for low Deflection.

Races

Boreal Dwarf

Aumaua

Human

Death Godlike

Culture

Living Lands

Deadfire Archipelago or The White that Wends

Old Vailia or Rauatai

Attributes

Might 18

Constitution 15

Dexterity 11

Perception 8

Intellect 16

Resolve 7

Abilities

Frenzy

Savage Defiance

Brute Force

Threatening Presence

Bloodlust

Heart of Fury

Talents

Vulnerable Attack

Two Weapon Style

Weapon Focus

Savage Attack

Greater Frenzy

Accurate Carnage or Bloody Slaughter

Alternate Build

For a two-handed barbarian alternate, drop Two Weapon Style for Powerful Blow early on. Use Weapon Focus based on two-handed weapons instead. Focus on Estocs, Quarterstaves, Pike, Great Sword, and Morning Star.

Special Abilities

Barbarian Abilities emphasize fighting groups of enemies in melee by increasing damage output, weakening the group, or granting the barbarian bonuses when the situation looks grim.

Brute Force

Available at Level 5 (Passive)

The barbarian hits so hard that ordinary means of defense can be easily overpowered. On attacks that normally target Deflection, the barbarian will instead attack Fortitude if it is the lower defense.

One Stands Alone

Available at Level 5

Speed: Instant

Effects: User: +2 enemies needed to Flank

The barbarian makes a courageous stand against all attackers. Grants a melee Damage bonus when the barbarian is Engaged by two or more enemies, and the barbarian cannot be flanked unless Engaged by more than three enemies.

Thick-Skinned

Available at Level 7 (Passive)

Effects: Self: +2 Damage Reduction (Slash)

Toughens the barbarian's naturally thick skin, raising his or her Damage Reduction.

Bloodlust

Available at Level 5 (Passive)

Effects: Self: x1.2 Attack Speed for 8 sec

Imparts an unquenchable bloodlust to the barbarian, increasing his or her speed temporarily in battle once he or she has personally downed at least two enemies.

Threatening Presence

Available at Level 7 (Passive)

Area of Effect: 1.25m Radius (base 1.25m) from Caster

Effects: Foe AoE: Sickened for 3 sec vs. Will

The barbarian's mere presence becomes so intimidating as to fill all approaching enemies with nauseating dread. As long as the barbarian is stationary, nearby enemies may be Sickened.

Barbaric Yell

Available at Level 1 (2 per encounter)

Area of Effect: 5.0m Radius (base 5.0m) from Caster

Effects: Foe AoE: Frightened for 12 sec vs. Will

Lets out a terrifying yell, Frightening enemies in the area of effect.

Barbaric Shout

Available at Level 9 (2 per rest)

Area of Effect: 7.5m Radius (base 7.5m) from Caster

Effects: Foe AoE: Terrified for 20 sec vs. Will

Lets out a dreadful shout, terrifying enemies in the area of effect.

Heart of Fury

Available at Level 11 (1 per rest, Melee Only)

Interrupt: 40 (Average)

Effects: User: Full Attack + x1.25 Slash Damage for 1 sec vs. Deflection

The barbarian swings viciously in a lightning-quick flurry, taking on all comers. Each equipped weapon attacks every nearby enemy, doing extra damage and inflicting Carnage if applicable.

Vengeful Defeat

Available at Level 9 (Passive)

Exacts a final revenge when the barbarian reduced to 0 Endurance, causing him or her to perform instant Carnage Full Attacks at everyone in range.

Savage Defiance

Available at Level 3 (1 per encounter)

Speed: Instant

Effects: User: +80 Endurance over 12 sec

The barbarian channels his or her own irrepressible determination, regenerating a large amount of Endurance.

Wild Sprint

Available at Level 3 (3 per rest)

Speed: Instant

Effects: User: +3.5 Move Speed, +12 Defense when Disengaging, Not stopped by Engagement for 5 sec

The barbarian becomes able to charge with reckless abandon, allowing him or her to ignore the movement stop of Engagement and gain bonus to all defenses against Disengagement Attacks.

Frenzy

Available at Level 1 (1 per encounter)

Effects: User: +4 Might, +4 Constitution, x1.33 Attack Speed, -10 Deflection, Health and Endurance concealedfor 12 sec

Sends the barbarian into a frenzied state, granting a Might, Constitution, and Attack Speed bonus but causing a Deflection penalty against incoming attacks. While the barbarian's Frenzy is active, his or her Endurance and Health are concealed.

Blooded

Available at Level 3 (Passive)

Effects: Self: x1 All Damage while Endurance below 50%

Causes the barbarian to lash out when in pain, granting a bonus to damage for as long as his or her Endurance is below 50%.

Carnage

Available at Level 1 (Passive)

Area of Effect: Foe Target + 1.5m Radius (base 1.5m)

Interrupt: 40 (Average)

Effects: Foe AoE: 1-6 Slash vs. Deflection (-10 Accuracy)

The barbarian's attacks become so forceful as to impact others around the target enemy. For every successful melee attack, the barbarian makes reduced-damage attacks at all other enemies within a short distance of the target.

Talents

Accurate Carnage

Modifies Carnage (+5 Accuracy, Passive)

Area of Effect: Foe Target + 1.5m Radius (base 1.5m)

Interrupt: 40 (Average)

Effects: Foe AoE: 1-6 Slash vs. Deflection (-10 Accuracy)

The barbarian learns to line up his or her most savage blows, improving the Accuracy of secondary attacks from Carnage.

Barbaric Blow

Grants Barbaric Blow (1 per encounter)

Speed: Instant

Effects: User: Full Attack + x1.25 Ability Area of Effect, +30% of Hits converted to Crits, +0.5 to Crit Damage multiplier

The barbarian deals a massive blow, causing additional Crits and extra damage on Crits for both the blow and any resulting hits from Carnage. Carnage also hits a bigger area.

Greater Frenzy

Modifies Frenzy (+2 Might, +2 Constitution)

Frenzy (1 per encounter)

Effects: User: +4 Might, +4 Constitution, x1.33 Attack Speed, -10 Deflection, Health and Endurance concealed for 12 sec

Cultivates the barbarian’s inner rage, granting additional bonuses while under the effects of Frenzy.

Powerful Spirit

Modifies Wild Sprint (+2 Move Speed for 5 sec)

Wild Sprint (3 per rest)

Speed: Instant

Effects: User: +3.5 Move Speed, +12 Defense when Disengaging, not stopped by Engagement for 5 sec

The barbarian’s charges become even more ferocious. Speed of Wild Sprint is increased.

Stalwart Defiance

Modifies Savage Defiance (+10 Deflection, +10 Fortitude, +10 Reflex, +10 Will for 15 sec)

Savage Defiance (1 per encounter)

Speed: Instant

Effects: User: +80 Endurance over 12 sec

Strengthens Savage Defiance, causing it to provide a bonus to all defenses.

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Classes
Chanter

Areas of Focus:

Major: Support

Minor: Crowd Control

Supplemental: Defense, Miscellaneous

Chanters have learned some magic abilities and use implements like wizards and druids, but their main skill is to chant phrases that can inspire their allies and strike fear into their foes. Multiple chanters can combine their voices to make special duet (or more) effects. Chanters gain the following two abilities and one passive bonus at first level.

Lore

In every culture across Eora, there are chanters. Many historians consider chanters to be the most ancient workers of magic, their hallowed phrases stirring the collective memory of wayward souls around them, compelling them to generate magical effects in a kind of "re-enactment." In some societies, chanters form organized groups of storytellers and researchers, but in most parts of the world they are just a time-honored part of local folk traditions.

Overview

Chanters are historians and storytellers, their memories saturated with generations of oral tradition. The distinguishing power of chanters is their ability to continually chant magical phrases that have a wide variety of effects. Chanters can combine phrases in a variety of ways to suit their needs, adding and removing individual elements as they see fit. They are also capable of casting powerful spells, called invocations, after they have spoken enough phrases in battle.

Chanters are storytellers and repositories of ancient lore from myriad cultural traditions. Though chanters have a bit of minor talent in traditional arts of combat and soul-based magic, their true power lies in their chants and invocations. They construct chants from individual iconic phrases. Through the clever overlapping of phrases, chanters can grant their allies a sizable stack of minor bonuses over a large area. While chants may seem modest compared to a wizard or a priest magic, chanters are able to recite their chants while occupied with other activities, making them extremely versatile. Additionally, chanter's invocations are pretty powerful spells and they have the highest number of summoning spells.

Starting Stats

Endurance

36 + 12/level (Low)

Health

4 x Endurance (Low)

Accuracy

25 + 3/level (Average)

Deflection

25 (Very High)

Skill Bonus

Lore +2 Mechanics +1

Starting Abilities

Phrases/Chants – Magical phrases build chanter's power until they can use an Invocation.

Invocations – Powerful magical effects after speaking a required number of phrases.

Chanter Companion

Kana Rua

Race: Island Aumaua

Sex: Male

Class: Chanter

Culture/Faction: Rauatai

Available: Caed Nua

Age & Appearance: 31 years old, stocky aumaua with golden skin (white and brown accents) and short copper hair.

Description: Passionate, introspective, open-minded, academic, verbose, gregarious.

Tactics

Commander Build

Advantages: High Survivability, Strong Field Presence, Summons, Crowd Control, Buffs

Disadvantages: Takes time to shine, Moderate Micro

Strategy

The Commander Chanter is a tough frontline build that is meant to position the chanter in the thick of battle and build toward invocations while chanting phrases. Using Summons and powerful invocations to deal damage, the primary focus is on positioning and survivability. This character works well in large teams where they can serve as a distraction for more vulnerable allies.

Equipment

Focus on using large shields with high deflection bonuses. Hatchets and Maces serve as great early game weapons until you get a strong one-handed unique weapon later.

Wear Heavy Armor, as you will be in the center of the fray absorbing a lot of damage.

Races

Moon Godlike

Wild Orlan

Culture

Old Vailia or Rauatai

Aedyr or Ixamitl Plains

Attributes

Might 8

Constitution 18

Dexterity 7

Perception 11

Intellect 17

Resolve 14

Phrases

Come, Come Soft Winds of Death

At the Sight of Their Comrades, Their Hearts Grew Bold

Dull the Edge, Blunt the Point

Lo, their Endless Host, the Harbingers Doom

One Dozen Stood Against the Power of the Saint

Aefyllath Ues Mith Fyr

The Dragon Thrashed, The Dragon Wailed

Invocations

But Reny Daret’s Ghost He Would not Rest

The Thunder Rolled Like Waves on Black Seas

If Their Bones Still Slept Under That Hill, None Can Say

At the Sound of His Voice, the Killers Froze Stiff

Gernisc Slew the Beast, but Soon Faced Its Kin

Rise Again, Rise Again, Scions of Adon!

Gernisc’s Beast Lit the Night with his Breath

Talents

Weapon and Shield Style

Cautious Attack

Ancient Memory

Beloved Spirits

Hold the Line

Field Triage

Alternate Build

For a party with strong ranged weapon users or two chanters, consider giving one chanter a ranged weapon and putting them on the back line. Swapping phrases like Lo, their Endless Host, the Harbingers Doom for supportive phrases like “Sure-Handed Ila Nocked Her Arrows with Speed” can be a very effective way to use this class offensively.

Talents

Chanters are beloved, in a way, by the soul fragments to whom they speak. In addition to gaining the benefits of individual phrases, as long as the chanter is chanting, he or she and all allies within range benefit from constant Endurance recovery. Because chants do not occur out of combat and are temporarily suspended by roars, the benefits of Ancient Memory are likewise suspended for that time.

Chanters gain access to all 1st level chanter phrases. They string any number of phrases together into a chant that can be used in combat, with each phrase taking effect as it is chanted and lingering for several seconds after the phrase ends. This allows them to combine overlapping bonuses (or penalties), something which is known as twisting the phrases. Multiple chanters can twist their phrases for bonus effects, too. Note that chants are free actions, in that the character can speak them while attacking or moving or using items.

Ancient Memory

Grants Ancient Memory (Passive, Must be chanting)

Area of Effect: 4.0m Radius (base 4.0m) from Caster

Effects: Friendly AoE: +0.8 Endurance

Invokes a primal energy, causing allies within range to benefit from constant Endurance regeneration while the Chanter is chanting.

Beloved Spirits

Modifies Ancient Memory (+2 Endurance)

Ancient Memory (Passive, Must be chanting)

Area of Effect: 4.0m Radius (base 4.0m) from Caster

Effects: Friendly AoE: +0.8 Endurance

Improves the chanter's connection to the soul fragments they employ, increasing Ancient Memory's healing capability.

Phrases and Invocations

Chants

All chanters must select two 1st level phrases and one 1st level invocation at character creation. These two phrases are automatically entered into the default chant for the chanter.

To use their special kind of magic, chanters link together individual short phrases from different legends to create longer chants. The phrases have distinctive, thematically-appropriate effects that are of low power, but can be applied while the chanter is engaged in other combat activities. As one phrase ends and another begins, the effects of the first phrase will linger, allowing multiple phrases to overlap with each other. Through the clever overlapping of phrases, chanters can grant their allies a sizable stack of minor bonuses.

Chants are modal activated abilities, combinations of player assembled phrases that play out over time. Chanters always have one chant selected; they are modal and exclusive to each other. They will always start chanting as soon as combat begins and always stop chanting as soon as combat ends. A chain of low power, long-range area of effect passive buffs and debuffs that plays out over time.

Invocations

With each chanted phrase that passes, chanters gain greater control over the spirits assisting them. When enough control is gained, chanters can direct them to perform a single powerful spell called an invocation. Invocations are often support-oriented, but some contain powerful offensive effects. Invocations are so powerful that they disrupt a chanter's chants, disabling their effects for several seconds until the chanter can recover.

Invocations are powerful, but the intervals between using them are long and they can never be used at the start of a fight, because the chanter needs to speak a number of phrases before he can use invocations. Chanters have the highest number of summoning spells of all classes.

Level One Phrases

Thick Grew Their Tongues, Stumbling O'er Words

Duration: 4.0 sec

Linger: 2.0 sec

Foe Aura: -10 Concentration for 6 sec

Reduces Concentration of enemies in the area of effect.

At The Sight of Their Comrades, Their Hearts Grew Bold

Duration: 4.0 sec

Linger: 2.0 sec

Friendly Aura: +10 Fortitude, +10 Will for 6 sec

Emboldens allies in the area of effect, giving bonuses to Fortitude and Will.

Come Come Soft Winds of Death

Duration: 4.0 sec

Linger: 2.0 sec

Foe Aura: -4 Endurance over 6 sec

Drains a portion of Endurance from all enemies in the area of effect.

Blessed Was Wengridh, Quickest of His Tribe

Duration: 4.0 sec

Linger: 2.0 sec

Friendly Aura: +1.2 Move Speed, +10 Reflex for 6 sec

Increases the movement rate and Reflex of all allies in the area of effect.

Dull The Edge, Blunt The Point

Duration: 4.0 sec

Linger: 2.0 sec

Foe Aura: x0.9 Slash Damage, x0.9 Pierce Damage for 6 sec

Reduces Slashing and Piercing damage of enemies in the area of effect.

Level One Invocations

But Reny Daret's Ghost, He Would not Rest

Requires 3 Phrases chanted

Range: 10m

Effects: Summon: Phantom

Calls beyond the Shroud and summons a phantom to fight for the party.

The Thunder Rolled Like Waves on Black Seas

Requires 3 Phrases chanted

Area of Effect: Length: 2.5m (base 2.5m) 90° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: 4.0m Push, Stunned for 5 sec vs. Fortitude

Creates a thunderous explosion that Stuns and shoves enemies in the area of effect.

If their Bones Still Slept Under that Hill, None Can Say

Requires 3 Phrases chanted

Range: 10m

Effects: Summon: 3 Human Skeleton

Summons three skeletons to fight for the party.

White Worms Writhed in the Bellies of the Dead

Requires 3 Phrases chanted

Area of Effect: Length: 10.0m (base 10.0m) 90° Cone + 1.25m Radius (base 1.25m)

Effects: Foe AoE: 20-30 Crush vs. Reflex

Causes a nearby downed enemy to explode, expelling three white grubs and Crushing nearby enemies.

Thrice Was She Wronged, and Thrice Justly Avenged

Requires 3 Phrases chanted

Area of Effect: Length: 10.0m (base 10.0m) 90° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: 30-45 Shock vs. Reflex

Drains electrostatic energy from the environment to create three bolts of lightning causing Shock damage to any in their path.

Not Felled by the Axe, Nor Broken by the Storm

Requires 3 Phrases chanted

Area of Effect: Length: 2.5m (base 2.5m) 90° Cone

Effects: Friendly AoE: +10 Damage Reduction (Slash), +10 Damage Reduction (Shock) for 60 sec

Increases the Slash and Shock Damage Reductions for allies in the area of effect.

And Hel-Hyraf Crashed Upon The Shield

Requires 3 Phrases chanted

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Effects: Foe AoE: -5 Damage Reduction for 10 sec vs. Fortitude

Reduces Damage Reduction of enemies in the area of effect.

Level Two Phrases

Sure-Handed Ila Nocked Her Arrows with Speed

Duration: 6.0 sec

Linger: 3.0 sec

Friendly Aura: x2 Reload Speed, x1.2 Rate of Fire for 9 sec

Decreases reload time and increases the speed of ranged attacks for all allies.

The Fox from the Farmer Did Run and Leap

Duration: 6.0 sec

Linger: 3.0 sec

Foe Aura: -10 Accuracy against Disengaging enemies for 9 sec

Reduces Accuracy of Disengagement Attacks for enemies in the area of effect.

Lo, their Endless Host, the Harbingers Doom

Duration: 6.0 sec

Linger: 3.0 sec

Foe Aura: Frightened

Generates a field of terror, Frightening enemies in the area of effect.

One Dozen Stood Against the Power of the Saint

Duration: 6.0 sec

Linger: 3.0 sec

Friendly Aura: +10 Defense against Frightened attacks, +10 Defense against Terrified attacks for 9 sec

Decreases the duration of and defends against Frightened and Terrified effects for allies in the area of effect.

Rime and Frost Followed the Footfalls of Karth

Duration: 6.0 sec

Linger: 3.0 sec

Friendly Aura: Drop Trap: Rime and Frost Trap over 9 sec

Speed: Fast

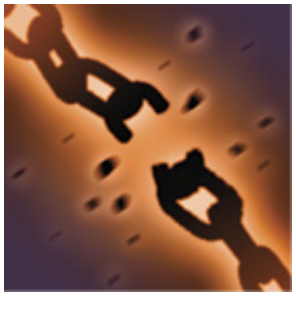
Interrupt: 40 (Average)

Effects: Target: 10-15 Freeze, Hobbled for 10 sec vs. Fortitude

Allies leave a hazardous trail of frost wherever they move, Hobbling and causing Freeze damage to enemies.

Level Two Invocations

Shatter their Shackles, Cast off their Chains!



2nd level Chanter Spell (Requires 4 Phrases chanted)

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Effects: Friendly AoE: +10 Defense against Hobbled attacks for 10 sec, +10 Defense against Stuck attacks for 30 sec, +10 Defense against Paralyzed attacks for 30 sec, +10 Defense against Petrified attacks for 30 sec

Decreases the duration of and defends against Hobbled, Stuck, Paralyzed and Petrified effects for allies in the area of effect.

Reny Daret's Ghost Spake, "I'll Catch You, Ben Fidel"

Requires 4 Phrases chanted

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: Terrified for 12 sec vs. Will

Causes enemies in the area of effect to be Terrified.

Gernisc Slew the Beast, but Soon Faced Its Kin

Requires 4 Phrases chanted

Range: 10m

Effects: Summon: 3 Wurm

Conjures three wurms into existence to fight for the party.

The Lover Cried out to the Beloved, “I am Yours!”

Requires 4 Phrases chanted

Area of Effect: Length: 2.5m (base 2.5m) 90° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: Charmed for 6 sec vs. Will

Stirs something deep inside enemies in the area of effect, Charming them.

My Son, Do You See your Sisters Across the Moor?

Requires 4 Phrases chanted

Range: 10m

Area of Effect: 1.0m Radius (base 1.0m)

Effects: Summon: 2 Will-O-Wisps

Amasses stray soul fragments to form two Will-O-Wisps that fight for the party.

At the Sound of His Voice, the Killers Froze Stiff

Requires 4 Phrases chanted

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: Paralyzed for 8 sec vs. Will

Paralyzes enemies in the area of effect.

Level Three Phrases

Seven Men, Onto the Deck They Went

Duration: 8.0 sec

Linger: 4.0 sec

Friendly Aura: +10 Defense against Prone attacks, +10 Damage Reduction (Freeze), +10 Damage Reduction (Shock) for 12 sec

Allies in the area of effect gain a bonus to Freeze and Shock Damage Reductions, and a bonus to defense against the Prone affliction.

The Dragon Thrashed, The Dragon Wailed

Duration: 8.0 sec

Linger: 4.0 sec

Foe Aura: 40 Burn Damage over 12 sec, 40 Slash Damage over 12 sec

Generates a hazard field causing Burn and Slash damage to enemies in the area of effect.

The Silver Knights' Shields Broke Both Arrow and Blade

Duration: 8.0 sec

Linger: 4.0 sec

Friendly Aura: +10 Deflection for 12 sec

Increases the Deflection of allies in the area of effect.

Aefyllath Ues Mith Fyr

Duration: 8.0 sec

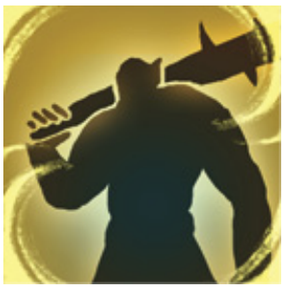
Linger: 4.0 sec

Friendly Aura: +25 Burn Damage for 12 sec

Bestows a Burning effect on all ally weapons.

Level Three Invocations

Oh, But Knock Not on the Door of Urdel and Gurdel



Requires 5 Phrases chanted

Range: 10m

Area of Effect: 1.0m Radius (base 1.0m)

Effects: Summon: 2 Ogre

Summons two fearsome ogres to fight for the party for the duration.

Rise Again, Rise Again, Scions of Adon!

Requires 5 Phrases chanted

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Effects: Friendly AoE: Revive with 50 Endurance

Revives allies in the area of effect with a small amount of Endurance.

The Bride Caught their Ruse and Set to Make them Pay

Requires 5 Phrases chanted

Area of Effect: Length: 2.5m (base 2.5m) 90° Cone

Effects: Friendly AoE: +10 Dexterity, +10 Perception, +10 Intellect for 30 sec

Empowers allies in the area of effect with bonuses to Dexterity, Perception, and Intellect.

The Brideman Slew Thirty ‘Fore They Crossed Half the Hall

Requires 5 Phrases chanted

Area of Effect: Length: 2.5m (base 2.5m) 90° Cone

Effects: Friendly AoE: +5 Might, +5 Constitution, +5 Resolve for 30 sec

Empowers allies in the area of effect with bonuses to Might, Constitution and Resolve.

Summon Noble Creature

1st level Chanter Spell

Range: 6m

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash

Summon: Beagle Dog

Summons a noble creature to fight by your side.

Seven Nights She Waited While the White Winds Wept

Requires 5 Phrases chanted

Area of Effect: Length: 7.5m

Interrupt: 40 (Average)

Effects: Foe Target: 45-60 Freeze vs. Reflex

Attacks enemies in sev en directions around the chanter with bolts of freezing ice.

Gernisc’s Beast Lit the Night with his Breath

Requires 5 Phrases chanted

Range: 10m

Area of Effect: 1.0m Radius (base 1.0m)

Effects: Summon: Drake

Calls down a drake from the skies to fight for the party.

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Classes
Cipher

Areas of Focus:

Major: Striking

Supplemental: Defense, Crowd Control, Miscellaneous

Ciphers are the psychic fighters whose talent descends from Glanfathan “soul hunters.” They use mental powers to affect the minds and souls of their enemies. Other classes are capable of manipulating their own souls to gain some effect, but not ciphers. Ciphers specialize in touching the souls of others to produce their own effects. To do this, they rely upon Focus, a resource they drain from enemies in combat through the use of their weapons.

Lore

A recent discovery in the Eastern Reach, ciphers were once called “brîshalgwin” (“mind hunters”) by the Glanfathans. Ciphers have the ability to directly contact and manipulate another person’s soul and psyche, using an ally’s or enemy’s essence as the focus for their magic. Though most ciphers are still found in the Eastern Reach, practitioners of the techniques have spread throughout the known world. They are gaining acceptance over time, but are generally distrusted, especially by the uneducated.

Overview

Ciphers are an unusual class, using the power of their minds and their souls to affect the minds and souls of other creatures. They are capable of performing many abilities that are unique to their profession. Cipher abilities generally require Focus to activate. Once they are activated, the Focus is spent.

Ciphers are uncommon and often misunderstood individuals with extraordinary mental abilities. Like wizards and priests, they have many talents that draw directly from their souls, but ciphers have the unique ability to peer through the spiritual energy of the world to manipulate other souls. While wizards use complex formulae in large tomes and priests tap into the passion of their faith, ciphers are able to operate directly through the power of their minds… and yours.

Starting Stats

Endurance

36 + 10/level (Very Low)

Health

4 x Endurance (Low)

Accuracy

25 + 3/level (Average)

Deflection

20 (High)

Skill Bonus

Lore +1 Mechanics +1 Stealth +1

Starting Abilities

Powers – Directly target allies and enemies with powerful soul-focused effects. These powers cost Focus, which is built through the use of their Soul Whip.

Cipher Companion

Grieving Mother

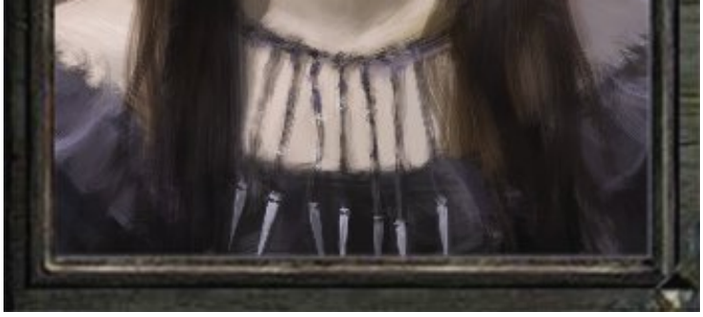
Race: Human

Sex: Female

Class: Cipher

Available: Dyrford Village

Description: Optimistic, introspective, troubled, encouraging, sharp, killer instinct.



Tactics

Psionic Archer Build

Advantages: Powerful Afflictions, Strong AoE, Buffs, Crowd Control

Disadvantages: Low Health/Endurance, Moderate Micro, Relies on Crowd Control

Strategy

The Psionic Archer Cipher build is heavily focused on controlling enemies while wearing them down with a barrage of arrows. Using spells like Mental Binding and Amplified Wave, you can easily render a group of foes immobile. Following up with a few ranged attacks, you should be able to build enough Focus to cast the spells again, or switch to other options.

Equipment

War Bows or Hunting Bows work best with this build. Though you could substitute a Wand, Rod, or Sceptre without much issue. If a gun is desired, consider dropping Penetrating Shot and taking Gunner in its place.

Wear lighter armor to build Focus more quickly.

Races

Wood Elf

Hearth Orlan

Death Godlike

Culture

Old Vailia or Rauatai

Deadfire Archipelago or The White that Wends

Living Lands

Attributes

Might 15

Constitution 10

Dexterity 14

Perception 9

Intellect 18

Resolve 9

Spells

Soul Shock

Mind Wave

Whisper of Treason

Mental Binding

Mind Blades

Psychovampiric Shield

Secret Horrors

Ectopsychic Echo

Pain Link

Mind Lance

Silent Scream

Pain Block

Ringleader

Borrowed Instinct

Tactical Meld

Amplified Wave

Mind Plague

Disintegration

Talents

Penetrating Shot

Biting Whip

Marksman

Weapon Focus

Envenomed Strike

Psychic Backlash or Draining Whip

Alternate Build

If you'd like to take your Cipher into the thick of melee, swap the light armor for a heavy suit of mail armor or above. Ciphers can't take very many attacks, but if they can lock down an enemy and then begin hitting them rapidly while dual wielding, they can generate even more damage and focus than a ranged cipher could. This build would drop all ranged talents such as Penetrating Shot and Marksman and play more similarly to the Assassin Rogue.

Special Abilities

Focus

Focus is a resource that ciphers require to cast their powers. Ciphers begin combat with a modest amount of Focus, but their more advanced techniques demand large expenditures of Focus. Additionally, repeated uses of even minor powers will quickly drain a cipher's Focus, requiring them to dive into physical combat to generate more. The way they get Focus is by doing damage to enemies with melee and ranged weapons. So send your cipher into combat with traditional weapons to build your Focus. When it's maxed out, their inherent damage bonuses get turned off because their Focus is full and they can't drain any more.

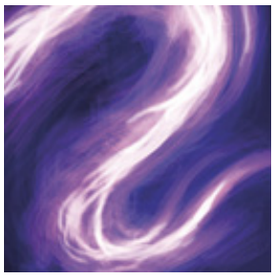
Power

Powers require Focus and a nearby target other than themselves, one with a "housed" soul. In practical terms, this means that ciphers must always target a nearby ally or an enemy with their powers. It is impossible for them to target themselves, a distant target, or open ground. They have a lot of single-target damage powers, which inflict afflictions, and powers that affect jumps from target to target.

Soul Whip

At close range, the cipher's weapons generate fields of parasitic energy that lash out at a target's soul. The Soul Whip mode reduces the amount of damage caused, but each successful hit briefly lowers the target's Psyche defense and generates Focus for the cipher.

Soul Whip



Available at Level 1 (Passive, Focus below maximum)

Effects: Self: x1.2 All Damage

Causes the cipher's weapons to generate a field of parasitic energy that lashes out at the target, increasing Damage inflicted and generating Focus for the cipher.

Talents

Biting Whip

Modifies Soul Whip (x1.2 All Damage)

Soul Whip (Passive, Focus below maximum)

Effects: Self: x1.2 All Damage

The cipher's Soul Whip bites deeper, granting a bonus to Damage.

Psychic Backlash

Grants Psychic Backlash (Passive, 1 per encounter)

Effects: Foe Target: Stunned for 3 sec vs. Will (-10 Accuracy)

Invokes a retaliatory strike, Stunning an enemy whenever they target the cipher's Will defense.

Brutal Backlash

Modifies Psychic Backlash (5 Raw Damage)

Psychic Backlash (Passive, 1 per encounter)

Effects: Foe Target: Stunned for 3 sec vs. Will (-10 Accuracy)

The cipher's Psychic Backlash becomes especially traumatic, inflicting a small amount of Raw Damage to the target on a hit.

Draining Whip

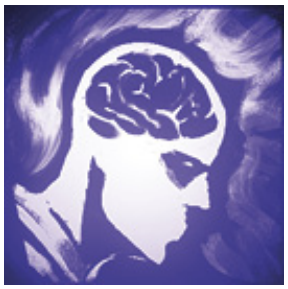
Modifies Soul Whip (+2 Focus on hit)

Soul Whip (Passive, Focus below maximum)

Effects: Self: x1.2 All Damage

Enhances the draining power of the cipher's Soul Whip, regenerating Focus more quickly.

Greater Focus



Grants Greater Focus (Passive)

Effects: Self: +10 Max Focus

The cipher has an increased maximum Focus.

Cipher Powers (Spells)

Level One

Tenuous Grasp

Requires 10 Focus

Interrupt: 40 (Average)

Effects: Foe Target: Frightened for 6 sec, Confused for 6 sec vs. Will (+10 Accuracy)

Assails the target's grasp on reality, Frightening and Confusing them.

Antipathetic Field

Requires 10 Focus

Range: 15m

Duration: 6 sec

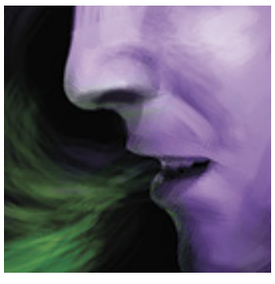
Interrupt: 40 (Average)

Effects: Foe Beam: 10-20 Corrode vs. Reflex

User: x1.2 Beam Damage over 12 sec vs. Reflex

Creates a toxic physical manifestation of the mutual antipathy between the cipher and the enemy target. Anyone caught in the path between the two will suffer Corrosive damage.

Whisper of Treason



3 per rest

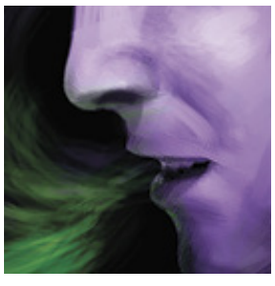
Speed: Slow

Interrupt: 40 (Average)

Effects: Foe Target: Charmed for 10 sec vs. Will (+10 Accuracy)

Imparts a bedeviling secret to an enemy that causes its allegiance to bend, Charming them for the duration.

Whisper of Treason



Requires 10 Focus

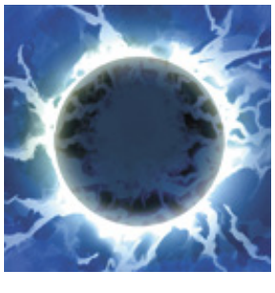
Speed: Slow

Interrupt: 40 (Average)

Effects: Foe Target: Charmed for 10 sec vs. Will (+10 Accuracy)

Imparts a bedeviling secret to an enemy that causes its allegiance to bend, Charming them for the duration.

Soul Shock



Requires 10 Focus

Range: 6m

Area of Effect: Allied Target + 2.5m Radius (base 2.5m)

Effects: Foe AoE: 22-30 Shock vs. Reflex (+5 Accuracy)

Briefly transforms the outer shell of an allied target's soul into energy, releasing an electrical burst around them. Characters standing in the area around the target take Shock damage.

Eyestrike

Requires 10 Focus

Area of Effect: Target + 2.5m Radius (base 2.5m)

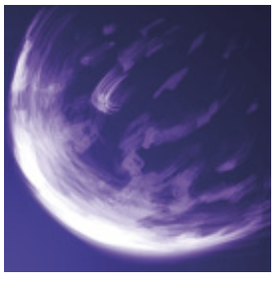
Interrupt: 40 (Average)

Effects: Target: Blinded for 10 sec, Dazed for 10 sec vs. Fortitude (+10 Accuracy)

Foe AoE: Blinded for 10 sec vs. Fortitude (+5 Accuracy)

Shocks an enemy's visual receptors, Dazing and Blinding them, as well as Blinding nearby targets.

Mind wave



Requires 20 Focus

Speed: Fast

Area of Effect: Target + Length: 5.0m (base 5.0m) 120° Cone

Interrupt: 40 (Average)

Effects: Target: 10-18 Raw vs. Will (+10 Accuracy)

Foe AoE: Prone for 5 sec vs. Fortitude (+5 Accuracy)

Target becomes the object of a concussive blast of psychic energy, suffering Raw damage from the trauma. Characters in a conical area behind the target failing a Fortitude check are knocked prone from the blast.

Level Two

Mental Binding

Requires 15 Focus

Speed: Fast

Area of Effect: Foe Target + 2.0m Radius (base 2.0m)

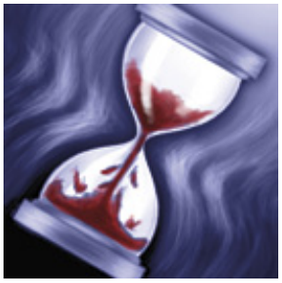
Interrupt: 40 (Average)

Effects: Foe Target: Paralyzed for 6 sec vs. Will (+10 Accuracy)

Foe AoE: Stuck for 8 sec vs. Fortitude (+5 Accuracy)

Overwhelms the target's mental ability to communicate with its own body, Paralyzing it and causing its soul to emit a shockwave that can leave nearby enemies Stuck.

Recall Agony



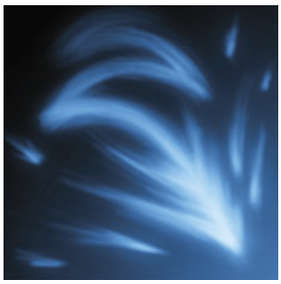
Requires 15 Focus

Speed: Fast

Effects: Foe Target: 30% of all damage reapplied over 12 sec vs. Will (+5 Accuracy)

Causes the target to relive the psychic trauma of an injury moments after receiving it, experiencing the Damage all over again.

Amplified Thrust



Requires 15 Focus

Speed: Fast

Range: 5m + 3m Jump

Area of Effect: Allied Target + 1 Foe Jump Target

Effects: Target: Additional Attack (+5 Accuracy)

Jump Targets: Additional Attack (+5 Accuracy)

Bounces psychic energy harmlessly off the target and onto the closest nearby enemy, causing Pierce damage and violently pushing them backward.

Psychovampiric Shield

Requires 15 Focus

Effects: Target: Drains -10 Resolve for +10 Deflection for 20 sec vs. Will (+10 Accuracy)

The cipher uses the target's strength of mind against it, stealing a portion of its Resolve in order to better Deflect incoming attacks.

Phantom Foes

Requires 15 Focus.

Range: 10m

Area of Effect: Foe Target + 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: Flanked for 10 sec vs. Will (+5 Accuracy)

Invades the minds of targets in the area of effect, causing them to believe they are surrounded by phantom foes, leaving them Flanked for the duration.

Mind Blades

Requires 15 Focus

Range: 10m + 10m Jump

Area of Effect: Foe Target + 5 Jump Targets

Interrupt: 40 (Average)

Effects: Foe Target: 13-20 Slash vs. Deflection (+5 Accuracy)

Foe Jump Targets: 14-22 Slash vs. Deflection (+5 Accuracy)

Co-opts the target's essence, generating a Slashing blade of force that attacks them before leaping to up to five additional targets.

Level Three

Ectopsychic Echo

Requires 20 Focus

Range: 12m

Duration: 10 sec

Interrupt: 40 (Average)

Effects: Foe Beam: 20-30 Crush vs. Reflex (+5 Accuracy)

Generates a rebounding wave of psychic feedback between the cipher and an ally that causes Crush damage to anyone caught in between.

Puppet Master

Requires 20 Focus

Speed: Slow

Interrupt: 40 (Average)

Effects: Foe Target: Dominated for 10 sec vs. Will (+10 Accuracy)

Destroys a target's psychic defenses, leaving them Dominated by the cipher for the duration.

Soul Ignition

Requires 20 Focus

Range: 20m

Effects: Target: 33.3 Burn Damage over 10 sec vs. Fortitude (+5 Accuracy)

Forces an enemy's soul to "leak" energy, igniting the air around them and Burning them over time.

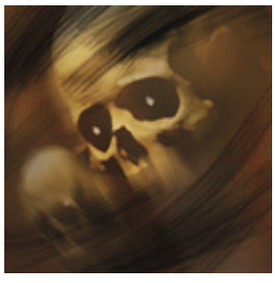
Pain Link

Requires 20 Focus

Effects: Allied Target: 25% of all damage reapplied to nearby enemies over 18 sec (+10 Accuracy)

Mentally links nearby enemies to the target, forcing them to experience a portion of all Damage the target suffers.

Secret Horrors



Requires 20 Focus

Range: 10m

Area of Effect: Foe Target + 3.0m Radius (base 3.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: Frightened for 15 sec, Sickened for 15 sec vs. Will (+5 Accuracy)

Causes enemies in the area of effect to believe their worst fears have been realized,

Frightening and Sickening them for the duration.

Fractured Volition

Requires 20 Focus

Interrupt: 40 (Average)

Effects: Foe Target: Hobbled for 12 sec, Weakened for 12 sec vs. Will (+10 Accuracy)

Violates an enemy's memories to bring vivid recollections of past failures to the surface, leaving the target Hobbled and Weakened.

Level Four

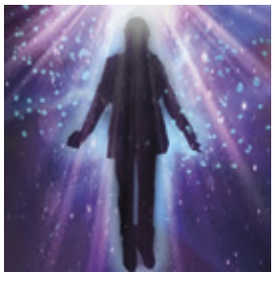
Wild Leech

Requires 25 Focus

Effects: Target: 10 points stolen from a random attribute for 15 sec vs. Will (+10 Accuracy)

Latches onto some characteristic of the target's psyche and drains it, granting the same amount as a bonus to the cipher. Affects a random Attribute.

Body Attunement



Requires 25 Focus

Speed: Fast

Effects: Foe Target: +7 Damage Reduction stolen for 15 sec vs. Fortitude (+10 Accuracy)

The cipher probes the mind and soul of the enemy target, finding the strengths of its defenses and stealing them for his or her own. Drains a portion of the target's Damage Reduction, granting the same amount as a bonus to the cipher.

Silent Scream

Requires 25 Focus

Area of Effect: Target + 2.5m Radius (base 2.5m)

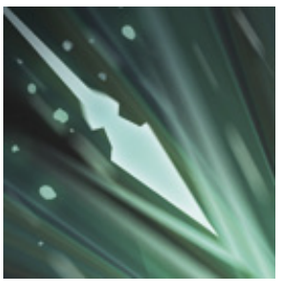
Interrupt: 60 (Stronger)

Effects: Target: 15-25 Raw, Stunned for 6 sec vs. Will (+10 Accuracy)

Foe AoE: 15-25 Raw vs. Will (+5 Accuracy)

Produces a psychic howl in the targeted area, Stunning the target, as well as dealing Raw damage to all enemies within. Stands a high chance of causing an Interrupt.

Mind Lance



Requires 25 Focus

Speed: Fast

Area of Effect: Target + Length: 10m

Interrupt: 60 (Stronger)

Effects: Target: 35-42 Pierce vs. Will (+10 Accuracy)

Impales the target with a lance of pure force, inflicting major Pierce damage to all in the line of attack with a high chance of causing an Interrupt.

Pain Block

Requires 25 Focus

Effects: Allied Target: +10 Damage Reduction, +66.7 Endurance over 20 sec for 20 sec (+10 Accuracy)

Provides an ally with a mental block on his or her pain, granting a bonus to their Damage Reduction and regenerating Endurance over time.

Level Five

Borrowed Instinct

Requires 30 Focus

Effects: Foe Target: -5 Intellect, -5 Perception for 15 sec vs. Will (+10 Accuracy)

User: +20 Melee Accuracy, +20 Ranged Accuracy, +20 Deflection, +20 Fortitude, +20 Reflex, +20 Will for 15 sec vs. Will (+10 Accuracy)

Ransacks an enemy's Intellect and Perception for energy, causing damage to those enemy Attributes while boosting the cipher's Defenses and Accuracy.

Tactical Meld

Requires 30 Focus

Speed: Fast

Effects: User: +20 Accuracy when attacking the same enemy as the target for 15 sec

Connects the mind of the cipher with an ally to gain the ally's knowledge of his or her enemy, bestowing an attack bonus upon the cipher toward the enemy the ally is attacking.

Detonate

Requires 30 Focus

Interrupt: 40 (Average)

Effects: Target: 30-50 Raw, Additional Attack vs. Fortitude (+10 Accuracy)

Splinters the target's soul with sheer force, inflicting Raw damage to them, targets with low Endurance explode, causing Crush damage to all in the area of effect.

Ringleader

Requires 30 Focus

Speed: Slow

Area of Effect: Foe Target + 3.0m Radius (base 3.0m)

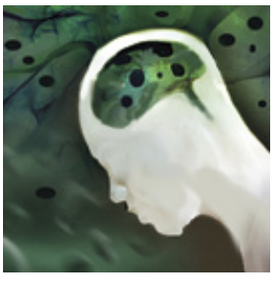
Effects: Foe Target: Dominated for 10 sec vs. Will (+10 Accuracy)

Foe AoE: Charmed for 10 sec vs. Will (+5 Accuracy)

Imprints an insidious and powerful compulsion to obey the cipher across all enemies in the area of effect, Dominating the target and Charming all others.

Level Six

Mind Plague



Requires 35 Focus

Range: 10m + 8m Jump

Area of Effect: Foe Target + 5 Jump Targets

Interrupt: 40 (Average)

Effects: Foe Target: Dazed for 18 sec, Confused for 18 sec vs. Will (+5 Accuracy)

Foe Jump Targets: Dazed for 18 sec, Confused for 18 sec vs. Will (+5 Accuracy)

Destroys an enemy's memory with calculated accuracy, Confusing and Dazing them before rapidly jumping to up to five other enemies.

Amplified Wave

Requires 35 Focus

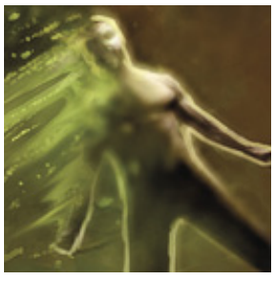
Speed: Fast

Area of Effect: Allied Target + 8.0m Radius (base 8.0m)

Effects: Foe AoE: 25-32 Crush, Prone for 4 sec vs. Fortitude (+5 Accuracy)

Manifests the target ally's mental strengths and projects them outward forcefully, causing a shockwave that inflicts Crush damage and knocks any in the area of effect Prone.

Disintegration



Requires 35 Focus

Speed: Slow

Effects: Target: 25 Raw Damage over 15 sec vs. Fortitude (+10 Accuracy)

Burns away the ethereal sinew that holds together the mind, body, and soul of the target enemy, causing it to rapidly take Raw damage. Targets that have their Endurance reduced to zero disintegrate into nonexistence.

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Classes
Druid

Areas of Focus:

Mastery: Crowd Control

Supplemental: Striking, Miscellaneous

Druids have powerful area of effect spells, with affliction based effects, Heal over time spells, and support spells. Their animal forms also give them good single-target strikes and various special powers.

Lore

Animists at heart, druids tap into the spiritual power that flows through the simple living things of Eora: plants, animals, and sometimes even living stone. While not necessarily religious, druids do have a reverence for the natural world and a keen interest in understanding its mysteries. In most cultures, druids are understood as a sort of primal magician, but among the Glanfathans, Naasitaqi, and many rural cultures, they may have high positions of influence and authority.

Overview

Druids are the guardians of nature and the stewards of the wilderness, which they protect with a combination of magic spells and melee combat. Their animistic powers allow them to create a variety of powerful supernatural phenomena. All druids also choose a spiritshift form that allows them to take on aspects of a powerful beast.

Druids are animists, drawing power through the webs they believe connect all living souls in the world. When not casting spells and transforming into mythical beasts, druids spend a great deal of time in nature, giving them skill focus in Athletics and Survival. Much like priests, druids draw ambient fragments of soul energy toward them and shape their effects through practiced concentration. While druids do not have the diverse spell repertoire of wizards, they have more than enough to handle most problems that come their way. Druids' spells often take the form of natural phenomena—storms, coiling plants, rapid decay—to reflect their primal connection to the world. Despite their heavily-offensive nature, they do have a few defensive and healing spells to aid their allies.

Starting Stats

Endurance

36+ 12/level (Low)

Health

4x Endurance (Low)

Accuracy

20 + 3/Level (Very Low)(low)

Deflection

20 (High)

Skill Bonus

Lore +1 Survival +2

Starting Abilities

Spiritshift

Druid Companion

Hiravias

Race: Hearth Orlan

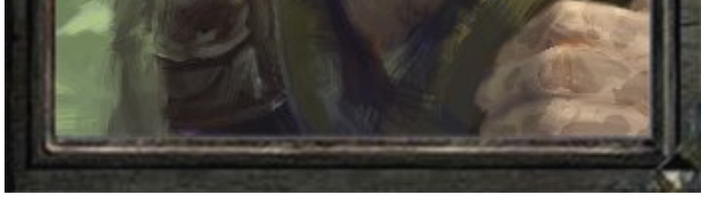
Sex: Male

Class: Druid

Culture/Faction: Glantfathan

Age & Appearance: 32 years old, middle-aged (for an Orlan), damaged eye and ear, hair a mismatch of autumn colors.

Description: Observant, scholarly, energetic, moody, naturalist, overcompensator-par-excellence.



Tactics

Offensive Caster Build

Advantages: High Damage Output, Large AoE, Buffs, Debuffs

Disadvantages: Low Health/Endurance, Higher Micro, Can Easily Harm Allies

Strategy

The Offensive Caster Druid has some of the most powerful AoE spells available. Starting a combat with a quick Firebug or Returning Storm can quickly dictate the outcome of the battle. Use Sunbeam and Burst of Summer flame to spot-target closely grouped enemies for heavy damage. Crowd Control Spells like Tanglefoot and Blizzard can also help to manipulate groups of enemies. The Druid is a very flexible caster.

Equipment

Any particular weapon suits this caster build, but it's generally best to stay on the back line with a gun or bow. If Melee is used, consider a weapon with Reach or Accuracy to balance shortcomings.

Wear light or medium armor to cast spells more quickly.

Races

Wood Elf

Hearth Orlan

Nature Godlike

Culture

Living Lands

Old Vailia or Rauatai

Deadfire Archipelago or The White that Wends

Attributes

Might 18

Constitution 8

Dexterity 17

Perception 7

Intellect 18

Resolve 8

Spiritshift

Spiritshift Bear or Spiritshift Boar

Talents

Scion of Flame

Heart of the Storm

Bloody Slaughter

Bonus 3rd Level Spell

Wound Binding

Bonus 2nd Level Spell or Slayer/Hunter/Bane Talent

Alternate Build

For a melee Spiritshift Druid, change your Attributes to closely match the Barbarian build we described previously. Focus on following behind a heavier front line character and flanking your enemies as you shift. Spiritshift forms have strong melee attacks that bypass some DR, so they can be very potent when unchecked. Swapping out a few spell-based talents for Two Weapon Style and Vulnerable Attack can help this alternate build to really shine.

Special Abilities

Spiritshift

Allows the druid to shift his or her form into a hybrid of their natural form and that of an animal or elemental spirit, gaining its attack modes and minor special abilities. Druids start with specific spirit forms and can find additional spirit forms in the world (though these are often limited by level). Lasts until the druid cancels it or the end of battle (3/rest). As druids gain power, their weaker spells eventually shift to per encounter use. Druids in their special forms cannot hold weapons, but they can always cast spells.

Wildstrike

At 1st level, all druids receive Wildstrike but must specify what additional damage type they gain. Druids select a damage type (Slash, Pierce, Crush, Burn, Corrode, Freeze, Shock) that is added to any attack they use that causes any damage to the target.

1st Level Druid Spells

Druids gain access to all 1st level druid spells. They can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

Ability Progression

Level	Ability gained	1st level	2nd level	3rd level	4th level	5th level	6th level
1	Choose one spiritshift form. All first level spells	2 per Rest	none	none	none	none	none
2	—	3 per Rest	none	none	none	none	none
3	All second level spells	4 per Rest	2 per Rest	none	none	none	none
4	—	4 per Rest	3 per Rest	none	none	none	none
5	All third level spells	4 per Rest	4 per Rest	2 per Rest	none	none	none
6	—	4 per Rest	4 per Rest	3 per Rest	none	none	none
7	All fourth level spells	4 per Rest	4 per Rest	4 per Rest	2 per Rest	none	none
8	—	4 per Rest	4 per Rest	4 per Rest	3 per Rest	none	none

Druid Bear Terrifying Roar

Spiritshift Ability (BEAR) (2 per rest)

Area of Effect: 3.0m Radius (base 3.0m) from Caster

Interrupt: 40 (Average)

Effects: Foe AoE: Frightened for 10 sec vs. Will

Lets out a terrifying roar, Frightening enemies in the area of effect.

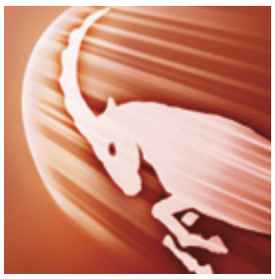
Spiritshift Wolf

Available at Level 1 (Modal, 1 per encounter)

Speed: Instant

Draws upon the druid's natural connection to the wolf, temporarily allowing him or her to assume that form. The wolf spiritshift moves quickly and has an attack that can knock enemies Prone.

Knock Down



Spiritshift Ability (WOLF) (2 per rest)

Effects: Foe Target: 0.1m Push, Prone for 3 sec vs. Fortitude

User: Primary Attack vs. Fortitude

Shoves an enemy with enormous force, knocking them Prone, but causing little damage.

Spiritshift Boar

Available at Level 1 (Modal, 1 per encounter)

Speed: Instant

Draws upon the druid's natural connection to the boar, temporarily allowing him or her to assume that form. The boar spiritshift regenerates lost Endurance and inflicts damage over time with its melee attacks.

Druid Boar Regeneration

Spiritshift Ability(BOAR) (Passive)

Effects: Self: +0.5 Endurance

The boar spiritshift form allows the druid to continually regenerate Endurance at a modest rate.

Spiritshift Cat

Available at Level 1 (Modal, 1 per encounter)

Speed: Instant

Draws upon the druid's natural connection to the cat, temporarily allowing him or her to assume that form. The cat spiritshift has a naturally fast attack and can burst into even faster attacks for short periods of time.

Cat Flurry Attack

Spiritshift Ability (CAT) (1 per rest)

Speed: Fast

Effects: User: x1.33 Attack Speed for 10 sec

Spiritshift Stag

Available at Level 1 (Modal, 1 per encounter)

Speed: Instant

Draws upon the druid's natural connection to the stag, temporarily allowing him or her to assume that form. The stag spiritshift has higher defenses and can attack groups of enemies with its melee Carnage attack.

Druid Stag Carnage

Spiritshift Ability (STAG) (1 per rest)

Area of Effect: Foe Target + Length: 1.5m (base 1.5m) 180° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: 1-6 Slash vs. Deflection (-10 Accuracy)

While in stag form, a druid can attack a large area with reckless abandon. With every successful melee attack, the stag form makes reduced-damage attacks at all other enemies within 1m of the target.

Talents

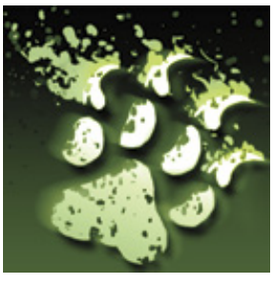
Wildstrike Burn

Grants Wildstrike Burn (Passive)

Effects: Self: 10% Damage as Burn

The druid’s knowledge of the forces of nature allows him or her to automatically inflict additional Burn damage when spiritshifted.

Wildstrike Corrode



Grants Wildstrike Corrode (Passive)

Effects: Self: 10% Damage as Corrode

The druid’s knowledge of the forces of nature allows him or her to automatically inflict additional Corrode damage when spiritshifted.

Wildstrike Shock

Grants Wildstrike Shock (Passive)

Effects: Self: 10% Damage as Shock

The druid’s knowledge of the forces of nature allows him or her to automatically inflict additional Shock damage when spiritshifted.

Wildstrike Freeze

Grants Wildstrike Freeze (Passive)

Effects: Self: 10% Damage as Freeze

The druid’s knowledge of the forces of nature allows him or her to automatically inflict additional Freeze damage when spiritshifted.

Greater Wildstrike Burn

Modifies Wildstrike Burn (10% Damage as Burn)Wildstrike Burn (Passive)

Effects: Self: 10% Damage as Burn

Intensifies the druid’s Wildstrike, granting increased Damage.

Greater Wildstrike Freeze

Modifies Wildstrike Freeze (10% Damage as Freeze)

Wildstrike Freeze (Passive)

Effects: Self: 10% Damage as Freeze

Intensifies the druid’s Wildstrike, granting increased Damage.

Greater Wildstrike Corrode

Modifies Wildstrike Corrode (10% Damage as Corrode)

Wildstrike Corrode (Passive)

Effects: Self: 10% Damage as Corrode

Intensifies the druid’s Wildstrike, granting increased Damage.

Greater Wildstrike Shock

Modifies Wildstrike Shock (10% Damage as Shock)

Wildstrike Shock (Passive)

Effects: Self: 10% Damage as Shock

Intensifies the druid’s Wildstrike, granting increased Damage.

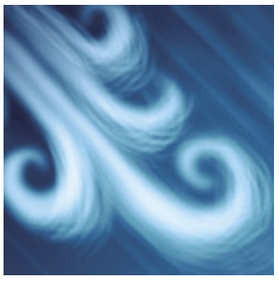
Spells

Druids have access to a variety of offensive and some support-oriented spells. Every two levels, druids automatically gain access to an additional set of spells. Initially, their spells can be cast a limited number of times per rest. On the first level, the druid gains access to the all first level spells, on the third level he/she gains access to 2nd spell level, and on the 5th level he/she gains access to the 3rd spell level. There are six druid spell levels in Pillars of Eternity.

Druids gain access to all spells of a given level as soon as he/she is able to cast from that level. The druid spell list is smaller than a wizard's. However, like priests, they do not need to prepare spells in a grimoires. As druids gain power, their weaker spells eventually shift to per-encounter use.

Level 1

Winter Wind



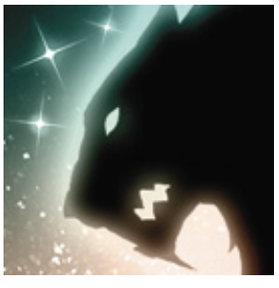
Area of Effect: Length: 10.0m (base 10.0m) 60° Cone

Interrupt: 40 (Average)

Effects: AoE: 30-50 Freeze, 5.0m Push vs. Fortitude (+10 Accuracy)

Causes an icy wind of incredible power to arise, pushing back all in the area of effect and inflicting Freeze damage.

Charm Beast



Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Foe AoE: Charmed for 30 sec - Only Beasts vs. Will

The druid utilizes his or her innate connection with the natural world to Charm enemy animals in the area of effect.

Nature's Vigor

Speed: Fast

Area of Effect: 1.25m Radius (base 1.25m) from Caster

Effects: Friendly AoE: +32 Endurance over 12 sec, x1.15 Maximum Endurance for 12 sec

Draws on the invigorating power of nature, creating a mild regeneration effect and raising Max Endurance on party members.

Talons' Reach

Speed: Fast

Range: 6m

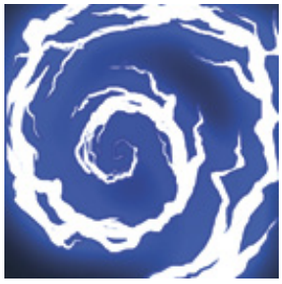
Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 50 (Strong)

Effects: Foe AoE: 25-40 Slash vs. Deflection (+10 Accuracy)

Conjures a giant pair of razor-sharp talons, causing Slash damage to all in the area of effect.

Dancing Bolts



Range: 15m

Area of Effect: 3.0m Radius (base 3.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: 15-25 Shock vs. Reflex (+10 Accuracy)

Summons a flurry of thin bolts of lightning, hitting enemies in the area of effect with Shock damage.

Nature's Mark

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Foe AoE: -10 Deflection, -10 Reflex for 30 sec vs. Will (+10 Accuracy)

Causes enemies in the area of effect to glow with pale green light, making them easier targets. Affected enemies suffer decreased Deflection and Reflex.

Sunbeam

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 20-35 Burn, Blinded for 15 sec vs. Reflex (+10 Accuracy)

Calls down a shaft of intense sunlight, Burning and potentially Blinding enemies in the area of effect.

Tanglefoot

Speed: Fast

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

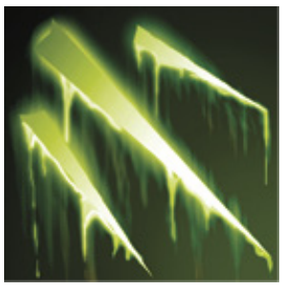
AoE Duration: 20 sec

Interrupt: 40 (Average)

Effects: AoE: Hobbled for 4 sec vs. Reflex (+10 Accuracy)

Rapidly grows a patch of twisted vines that surrounds and entangles anyone unlucky enough to get caught inside. Trapped characters become Hobbled.

Vile Thorns



Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

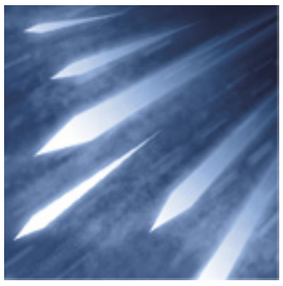
Interrupt: 40 (Average)

Effects: AoE: 15-25 Pierce vs. Deflection (+10 Accuracy), Sickened for 10 sec vs. Fortitude (+10 Accuracy)

Shoots sharp-thorned vines up through the ground, causing Pierce damage and potentially Sickening anyone in the area of effect.

Level Two

Blizzard



Range: 15m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: AoE: 30-50 Freeze, x0.2 Attack Speed for 10 sec vs. Reflex (+10 Accuracy)

Conjures a violent storm of ice and snow, slowing inflicting Freeze damage upon any in the area of effect and slowing their Attack Rate.

Firebrand

Speed: Fast

Effects: Caster: Summon Weapon: Firebrand for 30 sec

Forms a powerful sword with a blade of pure fire in the caster's hands that inflicts Burn damage. Switching to another weapon ends the spell.

Hold Beasts

Speed: Fast

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Foe AoE: Paralyzed for 7 sec - Only Beasts vs. Will (+10 Accuracy)

Forces a shrieking cry from the caster's throat, Paralyzing all but the most fearsome of animals.

Woodskin

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +6 Damage Reduction (Pierce), +6 Damage Reduction (Burn), +6 Damage Reduction (Shock) for 15 sec

Creates a thick layer of bark over allies in the area of effect, affording them a Damage Reduction bonus to Pierce, Burn, and Shock.

Burst of Summer Flame

Speed: Fast

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 20 (Weaker)

Effects: AoE: 20-30 Burn vs. Reflex (+10 Accuracy)

Quickly generates an explosive flash of flame, inflicting Burn damage to anyone in the area of effect. Short cast time.

Conjure Lesser Blight

Requires 0 summoned creatures

Speed: Slow

Range: 6m

Effects: Summon One Of: Small Rain Blight, Small Wind Blight, Small Earth Blight, Small Flame Blight

Gathers a few stray soul fragments, coalescing them into a Lesser Flame, Wind, Rain, or Earth Blight.

Taste of the Hunt

Melee Only

Effects: Target: 30 Raw Damage over 10 sec vs. Deflection

Caster: Primary Attack + 100% of Damage restored as Endurance vs. Deflection

Caster’s melee weapon becomes an ideal instrument for hunting, adding continuous Raw Damage to its attack and restoring Endurance to the caster with every hit.

Insect Swarm

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: AoE: 33.3 Pierce Damage over 10 sec, -10 Concentration for 10 sec vs. Fortitude (+10 Accuracy)

Attracts a swarm of aggressive insects, causing Raw Damage over time and reducing the concentration of anyone in the area of effect.

Autumn's Decay

Area of Effect: Length: 5.0m (base 5.0m) 90° Cone

Interrupt: 30 (Weak)

Effects: AoE: 15-25 Corrode, 20 Corrode Damage over 5 sec vs. Reflex (+10 Accuracy)

Creates a cone of putrefaction, causing immediate Corrosive damage and then more damage over time to any in the area of effect.

Level Three

Stag's Horn

Range: 10m

Interrupt: 40 (Average)

Effects: Target: 40-65 Pierce, -20 Deflection, -20 Reflex for 15 sec vs. Deflection (+10 Accuracy)

Conjures an enormous stag horn to attack the target, causing Piercing damage and inflicting a penalty to Deflection and Reflex.

Returning Storm

Speed: Slow

Area of Effect: 5.0m Radius (base 5.0m) from Caster

AoE Duration: 30 sec

Interrupt: 40 (Average)

Effects: Foe AoE: 20-30 Shock vs. Reflex, Stunned for 3 sec vs. Fortitude

Brings a powerful storm into being, striking enemies in the area of effect periodically with bolts of lightning that Stun and deal Shock damage.

Spreading Plague

Range: 10m + 5m Jump

Area of Effect: Foe Target + 5 Jump Targets

Effects: Foe Target: Hobbled for 15 sec, Weakened for 15 sec vs. Fortitude (+10 Accuracy)

Foe Jump Targets: Hobbled for 15 sec, Weakened for 15 sec vs. Fortitude (+10 Accuracy)

Infects the target with a virulent and debilitating disease, Hobbling and Weakening them before spreading to other enemies.

Infestation of Maggots

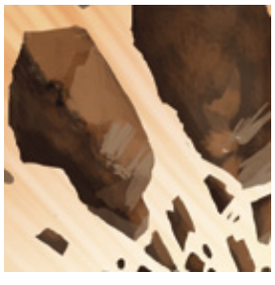
Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Foe AoE: 10 Damage by percentage of Endurance lost over 20 sec vs. Fortitude (+10 Accuracy)

Enemies in the area of effect have their skin infested by hordes of burrowing maggots, inflicting Raw damage over time. The more wounded the target, the greater the damage.

Twin Stones



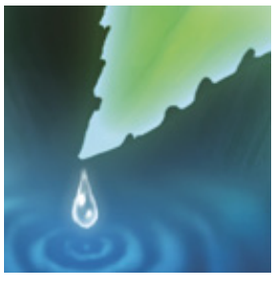
Area of Effect: Length: 10m + 1.25m Radius (base 1.25m)

Effects: Target: 40 Crush Damage vs. Deflection (+10 Accuracy)

AoE: 30-50 Pierce vs. Reflex (+10 Accuracy)

Sends two deadly boulders flying out from the druid's position, dealing Crush damage to anyone in their path and exploding on contact with a solid surface, causing the fragments to Pierce anyone nearby.

Nature's Balm



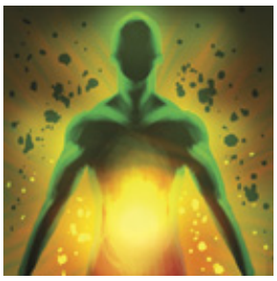
Speed: Fast

Area of Effect: 1.25m Radius (base 1.25m) from Caster

Effects: Friendly AoE: +50 Endurance over 15 sec for 15 sec

Draws on the healing power of nature, creating a rapid regeneration effect on party members.

Purge of Toxins



Effects: Friendly Target: +10 Defense against Poison attacks, +10 Defense against Disease attacks for 30 sec

Purifies the target of any toxic presence in its body, giving a bonus against and reducing the duration of Poison and Disease effects.

Beetle Shell

Speed: Fast

Effects: Friendly Target: 100-pt Stasis Shield for 30 sec

Encases the target in a protective shell, absorbing a fixed amount of damage before shattering, but preventing the target from taking actions (including moving).

Level Four

Conjure Blight

Requires 0 summoned creatures

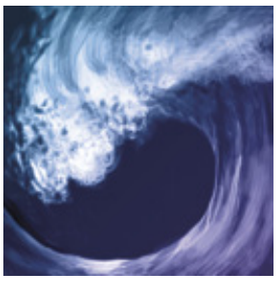
Speed: Slow

Range: 6m

Effects: Summon One Of: Rain Blight, Wind Blight, Earth Blight, Flame Blight

Gathers a moderate amount of stray soul fragments, coalescing them into a Flame, Wind, Rain, or Earth Blight.

Overwhelming Wave



Area of Effect: Length: 10m

Interrupt: 40 (Average)

Effects: Target: 40 Crush Damage, Stunned for 10 sec vs. Fortitude (+10 Accuracy)

Conjures a rolling wave of water that plows through everything in its path, causing Crush damage and the Stun affliction.

Wicked Briars

Speed: Fast

Range: 6m

Area of Effect: 2.5m Radius (base 2.5m)

AoE Duration: 20 sec

Interrupt: 40 (Average)

Effects: AoE: 10-15 Pierce vs. Deflection (+10 Accuracy), Hobbled for 3 sec vs. Fortitude (+10 Accuracy)

Sprouts thick, thorny vines from the ground, causing Pierce damage to and Hobbling any in the area of effect.

Moonwell

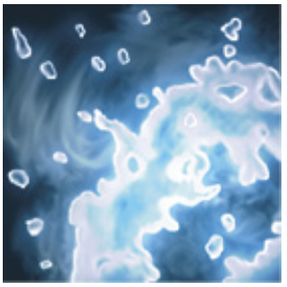
Range: 6m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +80 Endurance over 20 sec, +10 All Defenses for 20 sec

Channels lunar energy into a localized source of power, regenerating the Endurance of allies in the area of effect and granting a minor bonus to all Defenses.

Boiling Spray



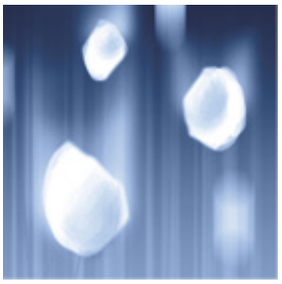
Area of Effect: Length: 3.0m (base 3.0m) 90° Cone

Interrupt: 40 (Average)

Effects: AoE: 40-50 Burn, 2.0m Push vs. Reflex (+10 Accuracy)

Everyone in the cone area of effect takes Burn damage and is pushed back

Hail Storm



Range: 15m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: AoE: 0 Crush, 40 Freeze Damage vs. Reflex(+10 Accuracy)

Calls down a savage storm of sleet and ice chunks, causing Crush and Freeze damage to any in the area of effect.

Calling the World's Maw

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: AoE: 25-48 Pierce vs. Reflex (+10 Accuracy), Prone for 7 sec vs. Fortitude (+10 Accuracy)

Summons a jagged rock to stab upward from the beneath ground, dealing Pierce damage to enemies and knocking them Prone.

Level Five

Embrace the Earth-Talon

Range: 15m

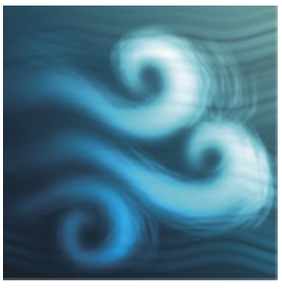
Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 0 Slash, Petrified for 15 sec vs. Reflex (+10 Accuracy)

Summons a jagged rock to stab upward from the beneath ground, dealing Pierce damage to enemies and knocking them Prone.

Cleansing Wind



Area of Effect: Length: 10m

Effects: Friendly Target: +25 Endurance vs. Fortitude (+10 Accuracy)

Foe Target: Additional Effects vs. Fortitude (+10 Accuracy)

Creates a rolling cloud of purification, healing the Endurance of allies and pushing back enemies.

Relentless Storm

Area of Effect: 5.0m Radius (base 5.0m) from Caster

AoE Duration: 30 sec

Interrupt: 40 (Average)

Effects: Foe AoE: 15-30 Shock, Stunned vs. Reflex (+10 Accuracy)

Brings a deadly storm into being, striking enemies frequently in the area of effect with lightning bolts that Stun and deal Shock damage.

Plague of Insects

Range: 15m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: 100 Raw Damage over 30 sec, -20 Concentration for 30 sec, Sickened for 30 sec vs. Fortitude (+10 Accuracy)

Summons an enormous infestation of poisonous insects, dealing Raw damage over time, reducing Concentration, and Sickening anyone in the area of effect.

Wall of Thorns

Range: 12m

Area of Effect: 20m Wall

Duration: 30 sec

Effects: Hazard AoE: 20-30 Pierce, Weakened vs. Fortitude

Creates a thick wall of gnarled thorns, inflicting Pierce damage. It also applies a Poison effect that inflicts a Weakened state, failing a Fortitude check.

Nature's Terror

Speed: Fast

Area of Effect: 1.25m Radius (base 1.25m) from Caster

AoE Duration: 30 sec

Effects: AoE: 10-15 Shock vs. Reflex, Terrified for 3 sec vs. Will

Calls upon the dreadful strength of the storm, granting an electrical aura that deals Shock damage and Terrifies anyone nearby.

Firebug

Range: 10m + 5m Jump

Area of Effect: Foe Target + 8 Jump Targets

Interrupt: 40 (Average)

Effects: Foe Target: 40-50 Burn vs. Deflection (+10 Accuracy)

Foe Jump Targets: 40-50 Burn vs. Deflection (+10 Accuracy)

A fearsome ball of fire bounces from enemy to enemy up to eight times, causing Burn damage.

Level Six

Conjure Greater Blight

Requires 0 summoned creatures

Speed: Slow

Range: 6m

Effects: Summon One Of: Greater Rain Blight, Greater Wind Blight, Greater Earth Blight, Greater Flame Blight

Gathers an immense quantity of stray soul fragments and coalesces them into a Greater Flame, Wind, Rain, or Earth Blight.

Venombloom

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

AoE Duration: 60 sec

Interrupt: 40 (Average)

Effects: Foe AoE: 10-15 Raw (+10 Accuracy), Weakened for 60 sec, Frightened for 60 sec vs. Fortitude (+10 Accuracy)

Grows a beautiful but panic-inducing field of poisonous flowers that Frighten, Weaken, and deal Raw Damage over time to those in the area of effect.

Garden of Life

Range: 15m

Area of Effect: Target + 5.0m Radius (base 5.0m)

Aura Range: 2m (base 2m)

Effects: AoE: +200 Endurance over 30 sec for 30 sec

Hastens Berath's Wheel, causing rejuvenating plants to spring up in the corpses of the fallen and heal allies in the area of effect.

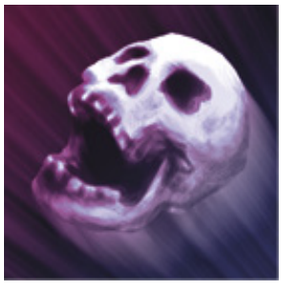
Sunlance

Interrupt: 40 (Average)

Effects: Target: 40-50 Pierce vs. Deflection (+10 Accuracy)

Calls down a powerful lance of sunlight from the sky, inflicting Pierce and Burn damage upon a single target.

Rot Skulls



Speed: Fast

Effects: Caster: Summon Weapon: Rot Skull for 30 sec

Creates rotting, disease-riddled skulls in hand of the caster, acting as a ranged weapon that cause Crush damage and apply a Disease-based Corrode area of effect that does damage over time.

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Classes
Fighter

Areas of Focus:

Mastery: Defense

Supplemental: Crowd Control, Striking

Fighters are trained in the arts of martial defense. They are extraordinarily difficult to hit and extremely durable in combat, capable of holding off a towering ogre or a swarm of xaurips with equal aplomb. Fighters are also reliable in melee, gaining weapon specialization and other abilities that make them valuable centers of any front line.

Lore

Fighters form the front line of disciplined armies across the Eastern Reach. Though they are most commonly found in cultures with an organized martial structure, fighters can also be encountered as wandering mercenaries, bodyguards, and other types of sell-swords. The common element that unifies fighters is their heavy focus on endurance and melee defense.

Overview

Fighters are men and women trained to use a wide variety of traditional weapons in brutal combat. They are often put in—or put themselves in—harm's way and are built to take an extraordinary amount of punishment. They are known for their discipline, skill, and durability. In the Eastern Reach, they are often employed as caravan guards, soldiers, and personal bodyguards. Accustomed as they are to long marches, strange places, and life on the road, all fighters gain a minor skill bonus to Athletics, Lore, and Survival.

In combat, fighters are steadfast and stalwart. Even novice fighters enjoy the highest base Deflection defense of any class and the ability to passively recover a small amount of Stamina every second. Though not traditionally as mobile as the monk nor as likely to dish out individually withering attacks as a rogue, fighters are dependable and flexible, able to shift between a variety of attack modes that alternate between high damage, maintaining a strong defense, weakening opponents, and dealing harsh retribution to those who attack his or her allies. Some fighters build up arsenals of feints, knockdowns, and special attacks rather than rely on the “slow and steady” approach.

Starting Stats

Endurance

42 + 14/level (High)

Health

5 x Endurance (High)

Accuracy

30 + 3/level (Very Low)

Deflection

25 (Very High)

Skill Bonus

Lore +1 Survival +1 Athletics +1

Starting Abilities

Constant Recovery – Continually regenerate Endurance at a modest rate during combat.

Fighter Companion

Edér

Race: Meadow Folk

Sex: Male

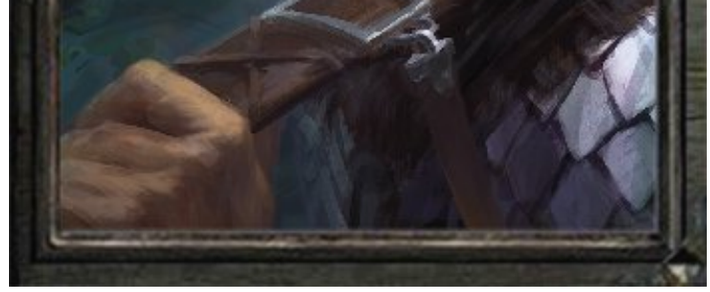
Class: Fighter

Culture/Faction: Dyrwoodan/Eothasian

Available: Gilded Vale

Age & Appearance: 32 years old, wiry, fair-skinned human with tousled short blond hair, brown eyes, and a light beard.

Description: Optimistic, introspective, troubled, encouraging, sharp, killer instinct.



Tactics

Heavy Tank Build

Advantages: Capable of Soaking Tons of Damage, Great Field Control, Self-Buffs, Low Micro

Disadvantages: Low Damage Output

Strategy

The Heavy Tank Fighter is a brick wall covered in metal that regenerates when you hit it. This character is meant to lead a charge and lock down four or more enemies with ease. Position this character so enemies must move past him to reach the back line and focus on using abilities like Knock Down and Vigorous Defense to control the tides of battle.

Equipment

Hatchets, Maces, and Flails are great weapons to start out with. Later on, use whatever is the best one-handed weapon you can find, with a preference for those already mentioned.

Wear the heaviest armor you can find.

Races

Mountain Dwarf

Fire, Nature, or Moon Godlike

Wild Orlan or Human

Culture

Aedyr or Ixamitl Plains

Attributes

Might 8

Constitution 18

Dexterity 6

Perception 18

Intellect 7

Resolve 18

Abilities

Knock Down

Defender

Weapon Specialization (Any one-handed)

Vigorous Defense or Into the Fray

Confident Aim or Unbending

Unbroken

Talents

Weapon and Shield Style

Wary Defender

Superior Deflection

Hold the Line

Bear’s Fortitude

Body Control or Graceful Retreat

Alternate Build

Alternatively, you can build the fighter similarly to the Two-Handed or Dual-Wield Striker Barbarian and see a nice consistent damage output, while still remaining somewhat tanky. If using this build, focus on swapping out Shield-based choices that reduce offense like Weapon and Shield Style and Defender for key offensive options such as Armored Grace, Weapon Focus, and Vulnerable Attack.

Special Abilities

Weapon Specialization

Fighter Abilities emphasize strong defense and reliable offense. Most are melee-focused. Fighters pick a Weapon Specialization category at their 5th Level.

Confident Aim

Available at Level 3 (Passive)

Effects: Self: +20% of Grazes converted to Hits, x1.2 Minimum Damage

Steadies the fighter's arm, causing a percentage of their Grazes to be converted to Hits and increasing the minimum damage for melee weapons.

Critical Defense

Available at Level 9 (Passive)

Effects: Self: +20% of incoming Crits converted to Hits

The fighter expends extra effort to repel the most savage blows, causing a percentage of all incoming Critical Hits to be converted to Hits.

Clear Out

Available at Level 9 (2 per rest)

Area of Effect: Length: 2.5m (base 2.5m) 135° Cone

Interrupt: 40 (Average)

Effects: Foe AoE: 1-6 Slash, 5.0m Push, Prone for 5 sec vs. Fortitude

Sweeps the fighter's melee weapon in a large arc, knocking enemies Prone.

Constant Recovery

Available at Level 1 (Passive)

Effects: Self: +3 Endurance

Charged by the rush of battle, the fighter will continually regenerate Endurance at a modest rate.

Weapon Specialization: Ruffian

Available at Level 5 (Passive)

Effects: +15% Damage with Weapon Set

Weapon Specialization grants a damage bonus with all weapon types covered by the chosen specialization. Ruffian weapons include the Blunderbuss, Club, Pistol, Sabre, and Stiletto types.

Weapon Specialization: Peasant

Passive

Effects: +15% Damage with Weapon Set

Weapon Specialization grants a damage bonus with all weapon types covered by the chosen specialization. Peasant weapons include the Hatchet, Hunting Bow, Quarterstaff, Spear, and Unarmed types.

Weapon Specialization: Adventurer

Passive

Effects: +15% Damage with Weapon Set

Weapon Specialization grants a damage bonus with all weapon types covered by the chosen specialization. Adventurer weapons include the Estoc, Flail, Pollaxe, Wand, and War Bow types.

Weapon Specialization: Knight

Passive

Effects: +15% Damage with Weapon Set

Weapon Specialization grants a damage bonus with all weapon types covered by the chosen specialization. Knight weapons include the Battle Axe, Crossbow, Morning Star, and Sword types.

Weapon Specialization: Soldier

Passive

Effects: +15% Damage with Weapon Set

Weapon Specialization grants a damage bonus with all weapon types covered by the chosen specialization. Soldier weapons include the Arbalest, Arquebus, Great Sword, Pike, and War Hammer types.

Unbroken

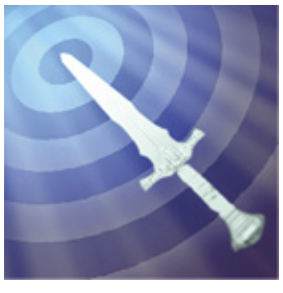
Available at Level 11 (Passive, 1 per rest)

Requires Endurance below 1

Effects: Self: Revive with 100 Endurance, +5 Damage Reduction for 30 sec, +10 Deflection for 30 sec, +10 Fortitude for 30 sec, +10 Reflex for 30 sec, +10 Will for 30 sec

The fighter refuses to be vanquished. At 0 Endurance, the fighter stands back up and is infused with 50% of his or her maximum Endurance, as well as a temporary increase to Defenses and Damage Reduction.

Disciplined Barrage



Available at Level 3

3 per rest

Speed: Instant

Effects: User: +15 Accuracy for 12 sec

The fighter intensely focuses on his or her training, significantly raising Accuracy for a short amount of time.

Guardian Stance

Available at Level 3

Modal

Speed: Instant

Aura Range: 2m (base 2m)

Effects: Friendly Aura: +10 Deflection, -10 Accuracy

The fighter devotes all his or her energy to defending allies. Lowers Accuracy, but increases the Deflection of nearby allies.

Into The Fray

Available at Level 7 (2 per encounter)

Interrupt: 40 (Average)

Effects: Foe Target: 1-6 Crush, -2.0m Push vs. Reflex

The fighter lunges through the battle, pulling an enemy into immediate melee range.

Defender

Available at Level 3 (Modal)

Speed: Instant

Effects: User: x0.8 Attack Speed, +2 enemies Engaged, +5 Deflection

The fighter adopts a more conservative combat strategy, concentrating on defending incoming attacks. The fighter receives a bonus to Deflection and increases his or her number of Engagement targets to three, but at the expense of Attack Rate.

Knock Down

Available at Level 1 (2 per encounter, Melee Only)

Effects: Target: 0.1m Push, Prone for 5 sec vs. Fortitude

User: Primary Attack vs. Fortitude

Shoves an enemy with enormous force, knocking them Prone, but causing little damage.

Vigorous Defense

Available at Level 1 (1 per encounter)

Speed: Instant

Effects: User: +20 All Defenses for 15 sec

The fighter becomes fiercely determined to deflect all incoming blows, dramatically increasing all Defenses for a short time.

Unbending

Available at Level 7 (3 per rest)

Speed: Instant

Effects: User: 50% of Damage taken converted to Healing Over Time for 15 sec

The fighter draws strength from his or her own indomitable spirit, causing them to recover 50% of Endurance lost from an attack over five seconds.

Armored Grace

Available at Level 7 (Passive)

Effects: Self: -16% armor Speed penalty

The fighter is perfectly suited to wear even bulky and restrictive suits of armor, lowering their Recovery Penalty significantly.

Talents

Bonus Knock Down

Modifies Knock Down (Uses: +1)

Knock Down (2 per encounter, Melee Only)

Effects: Target: 0.1m Push, Prone for 5 sec vs. Fortitude

User: Primary Attack

Grants the fighter an additional use of Knock Down per encounter.

Rapid Recovery

Modifies Constant Recovery (+1 Endurance)

Constant Recovery (Passive)

Effects: Self: +3 Endurance

Boosts the fighter's hardiness, increasing the rate of his or her Constant Recovery.

Wary Defender

Modifies Defender (+10 Deflection, +10 Fortitude, +10 Reflex, +10 Will)

Defender (Modal)

Speed: Instant

Effects: User: x0.8 Attack Speed, +2 enemies Engaged, +5 Deflection

Increases the fighter's awareness while in Defender mode, granting a bonus to all Defenses.

Weapon Mastery

Weapon Mastery represents increased refinement and dedication to the techniques used with a fighter's chosen weapons. Mastery grants an additional damage bonus on top of the standard bonuses provided by Weapon Specialization.

Weapon Mastery: Soldier

Grants Weapon Mastery: Soldier.

Passive

Effects: Additional + 10% Damage with Weapon Set

Weapon Mastery represents increased refinement and dedication to the techniques used with a fighter's chosen weapons. Mastery grants an additional damage bonus on top of the standard bonuses provided by Weapon Specialization.

Weapon Mastery: Noble, adventurer, ruffian, knight, peasant

Grants Weapon Mastery: Noble, Adventurer, Ruffian, Knight, Peasant

Passive

Effects: Additional +10% Damage with Weapon Set

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Classes
Monk

Areas of Focus:

Minor: Striking, Miscellaneous

Supplemental: Defense, Control

Monks are resilient fighters, capable of ignoring damage or even channeling their damage into powering their abilities. They have an array of effects to bolster the effect of their melee attacks, protect the monk from afflictions, or turn the tables on attackers. Most monk Abilities are powered by Wounds, but some simply have Per Encounter or Per Rest use.

Lore

Monks belong to a variety of fighting orders that have sprung up in Ixamitl and the Eastern Reach over the past few centuries. While many monastic orders can trace their teachings to the Enduring Founder, Tletac, individual orders vary greatly in their focus, morality, and ethics. Common folk respect the incredible discipline of monks, but see them as an odd, unpredictable bunch who may not be entirely sane. Even mercenaries and other adventurers aren't sure what to make of them.

Overview

Centuries ago, one man founded the fighting monastic disciplines. He was an old warrior who had knocked on death's door many times and had endured numerous periods of captivity and torture. He discovered a method of mentally focusing on his pain to invoke power from his soul. When he left the service of his lord, he devoted his time to developing these techniques and teaching them to other warriors. He believed that mortification of the flesh not only made warriors more powerful, but that it strengthened the souls of its practitioners, making it more likely that their souls would remain intact (i.e., not fragment) when they died. He advocated fighting with bare fists and without armor to emphasize a fighting monk's personal suffering. Because the founder of these disciplines was old when he began teaching and died only a few decades later, there are now many different monastic orders. Some are more secluded, some are mendicant travelers, some are mercenaries. They all tend to believe, like their founder, that combat is the ideal path for pursuing their particular brand of mortification of the flesh. Some choose to pursue this in dedicated service, some become mercenaries or assassins, and others devote their lives to dangerous wandering and exploration. There are other groups that also practice mortification of the flesh, but they are not “fighting” monks.

Starting Stats

Endurance

42 + 14/level (High)

Health

6 x Endurance (Very High)

Accuracy

30 + 3/level (Very High)

Deflection

25 (Very High)

Skill Bonus

Stealth +1 Survival +2 Athletics +1

Starting Abilities

Transcendent Suffering – When no weapons are equipped, monk’s unarmed attacks are exceptionally powerful.

Wounds – As monks take damage their pain generates Wounds that can power many special abilities.

Tactics

Rapid Striker Build

Advantages: Fast Powerful Attacks, Capable of Stunning, Self-Buffs

Disadvantages: Low Deflection, Moderate Micro, Fewer Tactical Options

Strategy

The Rapid Striker Monk focuses on hitting an enemy as fast and hard as possible. Very similar to the Assassin Rogue, this character archetype is meant to follow a heavier tank into the fray and find an optimal flanking position. A very good candidate for taking out less armored, high priority targets. Use Stunning Blow to render an enemy defenseless and then begin beating them down with Swift Strikes.

Equipment

No weapons are used.

Armor should be worn based on preference. If you feel like you are having trouble staying alive, wear heavier armor; otherwise, stick to lighter armor that has been enchanted.

Races

Boreal Dwarf

Death Godlike

Hearth Orlan

Culture

Deadfire Archipelago or The White that Wends

Living Lands

Attributes

Might 18

Constitution 15

Dexterity 18

Perception 8

Intellect 12

Resolve 4

Abilities

Swift Strikes

Turning Wheel

Stunning Blow

Rooting Pain

Enervating Blows

Soul Mirror

Talents

Weapon Focus Peasant

Two Weapon Style

Vulnerable Attack

Lesser Wounds

Lightning Strikes

Bloody Slaughter

Alternate Build

Similar to the Full Tank Fighter, the monk can provide as a decent tank option. Talents like Cautious Attack and Superior Deflection can go a long way on a Monk with their naturally high Endurance and Health. Even built defensively, they still maintain a fair damage output. Some tank monks will even forego dual wielding for a large shield!

Special Abilities

Wounds

The monk has damage absorption, unarmed attacks, high mobility, special attacks which deal status effects, and can resist/confound status effects on themselves. They absorb damage to fill up the Wound resource and use the Wounds for their special attacks.

Monks absorb a portion of incoming damage and convert it into a “Wounds” resource, which can be used to power soul-based abilities through their weapons.

Transcendent Suffering 4

Granted at Level 10 (Passive)

Effects: Self: +8 Unarmed Damage

Monks achieve greater understanding of their bodies’ capabilities through enduring the hardships of existence. Their base Unarmed Damage starts much higher than other characters and increases permanently every three levels they gain.

Transcendent Suffering 3

Granted at Level 7 (Passive)

Effects: Self: +6 Unarmed Damage

Monks achieve greater understanding of their bodies' capabilities through enduring the hardships of existence. Their base Unarmed Damage starts much higher than other characters and increases permanently every three levels they gain.

Flagellant's Path

Available at Level 11 (Requires 3 Wounds)

Interrupt: 40 (Average)

Effects: Foe Target: 20-30 Crush, -10 All Defenses for 30 sec vs. Deflection

Moves the monk with blinding speed towards their target, striking every enemy within 2m, ignoring Engagement and Disengagement Attacks and gaining a bonus to all Defenses during movement. A successful hit to an enemy causes a reduction in all their Defenses.

Turning Wheel

Available at Level 3 (Passive)

Effects: Self: 5% Burn Damage per Wound

The monk is able to channel physical pain into pure energy and redirect it at his or her attackers. While the monk has Wounds, he or she adds a proportional fire bonus to Melee Damage.

Rooting Pain

Available at Level 7 (Passive)

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Foe AoE: 10-15 Crush vs. Fortitude

Generates a shockwave around the monk each time he or she gains a Wound, inflicting a small amount of damage to and possibly calling an Interrupt on all enemies in the area of effect.

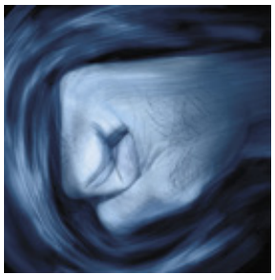
Transcendent Suffering

Granted at Level 1 (Passive)

Effects: Self: +2 Unarmed Damage

Monks achieve greater understanding of their bodies' capabilities through enduring the hardships of existence. Their base Unarmed Damage starts much higher than other characters and increases permanently every three levels they gain.

Stunning Blows



Available at Level 5 (2 per encounter, Melee Only)

Interrupt: 40 (Average)

Effects: Target: Stunned for 3 sec vs. Fortitude

User: Full Attack vs. Fortitude

A head-targeting strike designed to disrupt enemies' ability to react. Enemies hit by a successful attack are Stunned.

Torment's Reach

Available at Level 1 (Requires 1 Wound, Melee Only)

Area of Effect: Target + Length: 2.0m (base 2.0m) 135° Cone

Effects: Target: -2 Might for 20 sec

Foe AoE: -2 Might for 20 sec vs. Reflex

User: Full Attack + 50% Damage as Crush

This ability exploits the shared bonds of universal suffering between all beings. The initial target is hit with a powerful blow that does additional Crush damage. Enemies in a cone behind the target suffer Crush damage and have their Might reduced.

Swift Strikes

Available at Level 1 (Requires 1 Wound)

Speed: Instant

Effects: User: x1.4 Attack Speed for 10 sec

The monk's hands become a frenzied blur of attacks, increasing their Attack Rate for a brief period.

Force of Anguish

Available at Level 3 (Requires 2 Wounds, Melee Only)

Interrupt: 40 (Average)

Effects: Foe Target: 7.0m Push vs. Fortitude, Prone for 10 sec vs. Fortitude

User: Primary Attack vs. Fortitude

A powerful attack that knocks the target back a significant distance if the attack is successful. Target bumps others out of the way and bounces off hard surfaces like walls before ending up Prone.

Clarity Of Agony

Available at Level 5 (2 per rest)

Speed: Instant

Effects: User: x0.5 Duration for hostile effects for 10 sec

Through pain the monk is able to cleanse his or her body, reducing the duration of incoming and existing hostile effects by half.

Enervating Blows

Available at Level 9 (Passive)

Effects: Self: -2 Might, -2 Constitution, -2 Move Speed, -20 Fortitude, -20 Will, Weakened for 15 sec

By targeting certain points on an enemy, the monk is able to inflict physical weakness. Melee Critical Hits cause the target to become Weakened.

Crucible Of Suffering

Available at Level 7 (Passive)

Effects: Self: +10 Fortitude, +10 Reflex, +10 Will for 20 sec

The monk gains temporary insight through endurance, gaining a temporary bonus to Fortitude, Reflex, and Will whenever a hostile effect expires.

Soul Mirror

Available at Level 5 (Passive)

Calls upon the power of the monk's psyche, reflecting half of ranged missiles targeting only the monk back to their point of origin.

Long Stride

Available at Level 3 (Passive)

Effects: Self: +2 Move Speed

Intense practice and years of study enable the monk to move with confident fluidity in battle. During combat, the monk's Movement Rate is significantly increased.

Transcendent Suffering 2

Granted at Level 4 (Passive)

Effects: Self: +4 Unarmed Damage

Monks achieve greater understanding of their bodies' capabilities through enduring the hardships of existence. Their base Unarmed Damage starts much higher than other characters and increases permanently every three levels they gain.

Duality of Mortal Presence - Deflection

Available at Level 7 (Modal)

Speed: Instant

Effects: User: +8 Deflection

The monk dedicates all his or her presence of mind to the physical world, granting a bonus to Deflection.

Duality of Mortal Presence - Other Defenses

Modal

Speed: Instant

Effects: User: +8 All Defenses except Deflection

The monk dedicates all his or her presence of mind to the spiritual world, granting a bonus to Fortitude, Reflex, and Will.

Talents

Duality of Mortal Presence

Grants Duality of Mortal Presence - Deflection

Modal

Speed: Instant

Effects: User: +8 Deflection

Grants Duality of Mortal Presence - Other Def.

Modal

Speed: Instant

Effects: User: +8 All Defenses except Deflection

The monk gains two modal abilities that allow him or her to switch between a bonus to Deflection and a bonus to all other defenses.

Lesser Wounds

Modifies Wounds (Passive)

Lowers the monk's Wound threshold, allowing him or her to gain Wounds at a faster rate.

Lightning Strikes

Modifies Swift Strikes (10% Damage as Shock)

Swift Strikes (Requires 1 Wound)

Speed: Instant

Effects: User: x1.4 Attack Speed for 10 sec

Energizes the monk's Swift Strikes, causing anyone hit by the attack to take additional Shock damage.

Mortification of the Soul

Grants Mortification of the Soul (3 per rest)

Effects: User: +1 Wounds

The monk immediately inflicts enough Raw damage on himself or herself to gain a Wound.

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Classes
Paladin

Areas of Focus:

Major: Support

Minor: Defense

Supplemental: Strike

Paladin abilities cover three major categories: close passive and modal support abilities, single target support abilities, and a small number of targeted offensive abilities.

Lore

Paladins are martial zealots, devoted to a god, a ruler, or even a way of life. They can be found in any culture where a fanatical group of like-minded individuals have formed a warrior society dedicated to advancing their cause. Among those aligned to their worldview, paladins are viewed with respect and admiration, if a bit of fear. Many paladins hold leadership positions in armies and mercenary companies, but in the heat of battle their fanaticism often overrules the chain of command—and common sense.

Overview

Paladins are extremely devoted, often fanatical, soldiers who have pledged themselves to a chosen cause, combining the zeal of a priest with the ascetic discipline of a monk. They have founded many elite fighting forces, from the original Darcozzi Paladini, a two-thousand-year-old order of palace guards, to the fledgling Fellows of St. Waidwen Martyr, zealous defenders of the Godhammer pilgrim trail.

Often found at the vanguard of many conflicts, paladins are natural leaders and have the ability to quickly assist their allies with targeted commands. A paladin's commands can stave off impending death, overcome fatigue, or hasten the charge to close breached defenses. And though they are not always pledged to the service of a god or gods, paladins are so singularly focused on their chosen cause that their souls are continually creating a wellspring of spiritual energy from which they can blast groups of foes in their immediate vicinity. Despite their often stoic presence and explosive combat style, paladins work best alongside allies. When isolated, they can be vulnerable, especially against singular powerful foes.

Starting Stats

Endurance

42 + 12/level (High)

Health

5 x Endurance (High)

Accuracy

25 + 3/level (Average)

Deflection

25 (Very High)

Skill Bonus

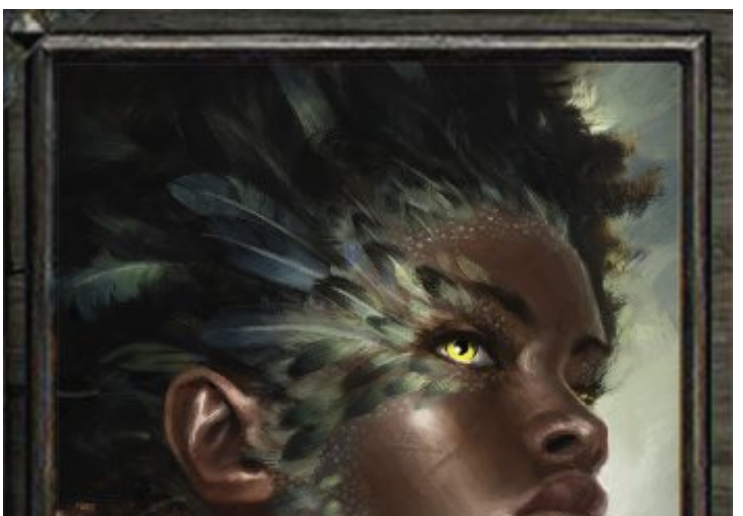
Lore +1 Athletics +2

Starting Abilities

Faith and Conviction – An inherent bonus to all defenses that may shift based on reputation.

Paladin Companion

Pallegina mes Rèi



Race: Godlike [Avian Godlike]

Sex: Female

Class: Paladin

Culture/Faction: Vailian/Ducs Bels

Available: Defiance Bay

Age & Appearance: 26 years old, thin athletic woman with dark brown skin, brown afro, and a mix of avian features.

Description: Determined, clever, bold, devoted, headstrong, impatient.

Tactics

Tactical Supporter Build

Advantages: High Survivability, Auras, Targeted Buffs, Several Per-Encounters, Tactical Options

Disadvantages: Lower Damage, Positioning is important, Higher Micro

Strategy

The Tactical Supporter Paladin is meant to go where they are needed most. Usually that is near the largest group of allies, or on the front lines. Positioning is important to ensure that they are providing their Aura to as many allies as possible. Use your encounter abilities constantly as they are potent and will refresh after every combat. Don't worry too much if you see an ally go down; a well-timed Reviving Exhortation can bring them right back to the fray.

Equipment

Weapon choice is flexible. If more offense is desired, use a Reach weapon or Dual Wield Maces, Sabres, or Battle Axes. If more defense is desired, use a large shield and either a Mace, Hatchet, or Flail. Medium or Heavy armor should be worn, depending on weapon choice. If using a shield, use heavier armor.

Races

Moon Godlike

Hearth Orlan

Human

Culture

Aedyr or Ixamitl Plains

Old Vailia or Rauatai

Attributes

Might 11

Constitution 10

Dexterity 4

Perception 18

Intellect 14

Resolve 18

Order

Darcozzi Paladini or Kind Wayfarers

Abilities

Flames of Devotion

Zealous Focus or Zealous Endurance

Liberating Exhortation

Reviving Exhortation

Reinforcing Exhortation or Righteous Soul

Hastening Exhortation

Talents

Fires of Darcozzi Palace or Strange Mercy

Critical Focus

Inspiring Liberation

Weapon and Shield Style or Vulnerable Attack

Field Triage

Cautious Attack or Envenomed Strike

Alternate Build

Paladins have some of the highest overall defenses in the game. If built to be a heavy tank, they can become nearly invincible. They don't have the recovery aspect of a fighter, but with abilities like Zealous Endurance and Righteous Soul, they can hold their own without it.

Special Abilities

Class Choice: Paladin Order

All paladins are members of a paladin order that is selected during character creation. In addition to potential role-playing opportunities, a paladin's order defines two "good" (+) and two "bad" (-) personality traits that paladins must strive to embody and avoid, respectively. The degree to which the paladin is able to do so is mechanically reflected by the strength of his or her Faith and Conviction ability. N.B.: Companion paladins, NPC paladins, and adventurer paladins who are not the main player character have a fixed bonus from Faith and Conviction, unaffected by the personality traits.

Some paladin orders restrict the starting background of the character. This is noted under the order's name.

Bleak Walkers (All)	Darcozzi Paladini (Old Vailia)	Goldpact Knight (All)	Kind Wayfarers (All)	Shieldbearers of St. Elcga (Greater Aedyr)
Cruel +	Passionate +	Stoic +	Benevolent +	Honest +
Aggressive +	Clever +	Rational +	Passionate +	Diplomatic +
Benevolent -	Cruel -	Passionate -	Deceptive -	Cruel -
Diplomatic -	Stoic -	Aggressive -	Cruel -	Aggressive -

Zealous Charge

Zealous Charge

Available at Level 3 (Modal)

Aura Range: 5m (base 5m)

Effects: Friendly Aura: +2 Move Speed, +15 Defense when Disengaging

Inspires the paladin and all nearby allies to charge fiercely into battle, increasing their Movement Speed and Disengagement Defense.

Flames of Devotion

Granted at Level 1 (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

Calls upon the paladin's inner fire, causing their equipped weapons to burst into flame and adding 100% Burn damage for their next attacks.

Liberating Exhortation

Available at Level 5 (2 per encounter)

Speed: Fast

Effects: Friendly Target: Hostile effects suspended for 20 sec

Commands an ally to summon all their strength in order to temporarily ignore existing hostile effects. The effects will resume once Liberating Exhortation ends.

Sworn Enemy

Available at Level 5 (3 per rest)

Effects: Foe Target: Marked Prey; + 20 accuracy and +20% damage against single target

Marks an enemy as the focus of the paladin's righteous fury, granting Accuracy and Damage bonuses against the target until combat ends or the target goes down.

Hastening Exhortation

Available at Level 11 (3 per rest)

Effects: Allied Target: x1.2 Attack Speed for 30 sec

Inspires urgency in one of the paladin's allies, increasing his or her Attack Speed.

Zealous Focus

Available at Level 3 (Modal)

Aura Range: 2.5m (base 2.5m)

Effects: Friendly Aura: +6 Accuracy

The paladin's intense and pure conviction instills clarity of purpose in him or her and all allies, increasing their Accuracy.

Zealous Endurance

Available at Level 3 (Modal)

Aura Range: 2.5m (base 2.5m)

Effects: Friendly Aura: +3 Damage Reduction

Fills the paladin and his or her allies with unshakable confidence, increasing their Damage Reduction.

Reinforcing Exhortation

Available at Level 9 (2 per encounter)

Effects: Allied Target: +15 Deflection for 20 sec

Commands an ally to redouble their efforts, improving their Deflection.

Sworn Enemy

Available at Level 5 (3 per rest)

Effects: Foe Target: Marked Prey

Marks an enemy as the focus of the paladin's righteous fury, granting Accuracy and Damage bonuses against the target until combat ends or the target goes down.

Reviving Exhortation

Available at Level 7 (1 per encounter)

Effects: Friendly Target: Revive with 300 Endurance, -150 Endurance after 15.0 sec

Commands an unconscious ally to get back up, giving a large, but temporary, spike to Endurance—half of which is lost after a short duration.

Righteous Soul

Available at Level 9 (Passive)

The paladin's pure soul resists all invading forces, granting a bonus to defense against Poison and Disease as well as the Charmed, Dominated, Frightened and Terrified effects—these effects also have their durations reduced by 5 seconds.

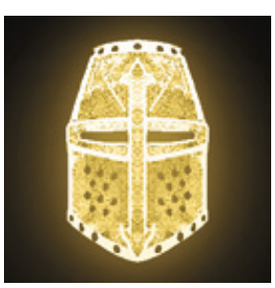
Deprive the Unworthy

Available at Level 7 (2 per rest)

Effects: Foe Target: Beneficial effects suspended for 20 sec vs. Will

The paladin temporarily snuffs out all active beneficial effects on a single foe. The effects resume once Deprive the Unworthy ends.

Faith And Conviction

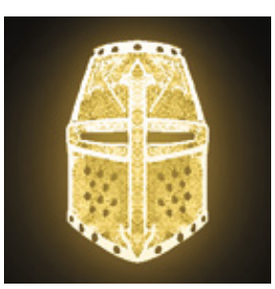


Granted at Level 1 (Passive)

Effects: Self: +5 Deflection, +10 Fortitude, +10 Reflex, +10 Will

A paladin's Defenses are directly affected by the degree to which he or she acts in accordance with the beliefs of his or her order. A bonus or penalty is applied to Defense based on how well the paladin's Reputations align with his or her order's preferred behaviors.

Inspiring Triumph



Available at Level 5

Passive

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +7 All Defenses for 10 sec

Inspires all allies in the vicinity when the paladin downs an enemy, providing a temporary bonus to all Defenses.

Lay on Hands

Available at Level 1

1 per encounter

Effects: Allied Target: +33.3 Endurance over 5 sec

Fueled solely by belief, the paladin is able to heal with the touch of his or her hands, recovering a substantial amount of Endurance for the paladin or an ally within range.

Talents

The Black Path (Bleak Walkers)

Grants The Black Path (Passive)

Area of Effect: 4.0m Radius (base 4.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: Frightened for 10 sec vs. Will

When the paladin defeats an opponent, nearby enemies are Frightened.

Bond of Duty (Goldpact Knights)

Modifies Liberating Exhortation (+20 Defense against Charmed attacks, +20 Defense against Confused attacks, +20 Defense against Dominated attacks)

Liberating Exhortation (2 per encounter)

Speed: Fast

Effects: Friendly Target: Hostile effects suspended for 20 sec

Whenever the paladin uses Liberating Exhortation on an ally, the ally gains a large defensive bonus against Charmed, Confused, and Dominated.

Critical Focus

Modifies Zealous Focus (+5% of Hits converted to Crits)

Zealous Focus (Modal)

Aura Range: 2.5m (base 2.5m)

Effects: Friendly Aura: +6 Accuracy

Allies notice the paladin's zeal and become thoroughly inspired by it. Allies affected by Zealous Focus convert 5% of what would have been ordinary hits to Critical Hits.

Enduring Flames (Goldpact Knights)

Modifies Flames of Devotion (x0.5 Damage inflicted Over Time)

Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

The paladin's Flames of Devotion do burning damage over time.

Fires of Darcozzi Palace (Darcozzi Paladini)

Modifies Flames of Devotion (+5 Damage Reduction (Freeze), Retaliate when hit by a Melee Attack for 60 sec)

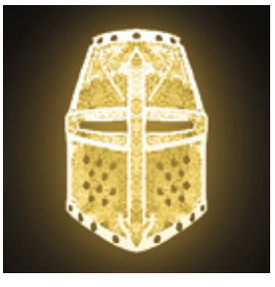
Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

Whenever the paladin uses Flames of Devotion, he or she gains a weak form of Flame Shield.

Deep Faith



Modifies Faith And Conviction (+2 Deflection, +5 Fortitude, +5 Reflex, +5 Will)

Faith And Conviction (Passive)

Effects: Self: +5 Deflection, +10 Fortitude, +10 Reflex, +10 Will

The intensity of the paladin's faith deepens, granting them increased defensive bonuses to Faith and Conviction.

Inspiring Liberation (Darcozzi Paladini)

Modifies Liberating Exhortation (+10 Accuracy for 20 sec)

Liberating Exhortation (2 per encounter)

Speed: Fast

Effects: Friendly Target: Hostile effects suspended for 20 sec

Whenever the paladin uses Liberating Exhortation on an ally, the ally gains an Accuracy bonus.

Intense Flames

Modifies Flames of Devotion (+50% Damage as Burn)

Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

Augments the power of the paladin’s Flames of Devotion, increasing its damage.

Remember Rakhan Field (Bleak Walkers)

Modifies Flames of Devotion (+50% Damage as Corrode)

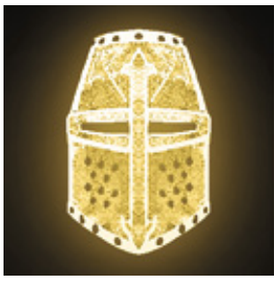
Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

The paladin’s Flames of Devotion does additional Corrode damage.

Shielding Flames (Shieldbearers of St. Elcga)



Modifies Flames of Devotion (Additional Attack)

Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

The paladin's Flames of Devotion grant a temporary Deflection bonus to nearby allies.

Shielding Touch (Shieldbearers of St. Elcga)

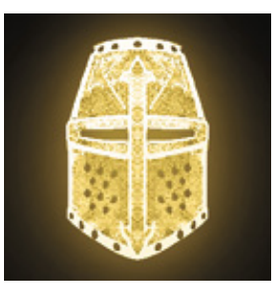
Modifies Lay on Hands (+8 Deflection for 10 sec)

Lay on Hands (1 per encounter)

Effects: Allied Target: +33.3 Endurance over 5 sec

Whenever the paladin uses Lay on Hands on an ally, the ally gains a Deflection bonus.

Strange Mercy (Kind Wayfarers)



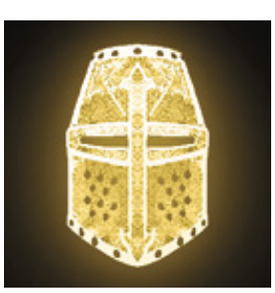
Grants Strange Mercy (Passive)

Area of Effect: 4.0m Radius (base 4.0m)

Effects: Allied AoE: +20 Endurance

When the paladin defeats an opponent, nearby allies gain Endurance.

The Sword and the Shepherd



Modifies Flames of Devotion (Additional Attack)

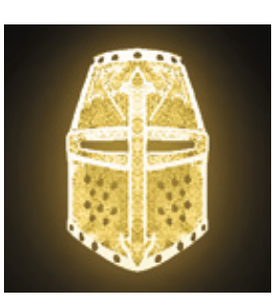
Flames of Devotion (1 per encounter)

Speed: Instant

Effects: User: Full Attack + 100% Damage as Burn

The paladin's Flames of Devotion heal Endurance in nearby allies.

Untroubled Faith (Paladin)



Modifies Faith And Conviction (Faith And Conviction)

Passive

Effects: Self: +5 Deflection, +10 Fortitude, +10 Reflex, +10 Will

The paladin’s beliefs become more than just a sum of his or her actions, negating Reputations that negatively influence Faith and Conviction.

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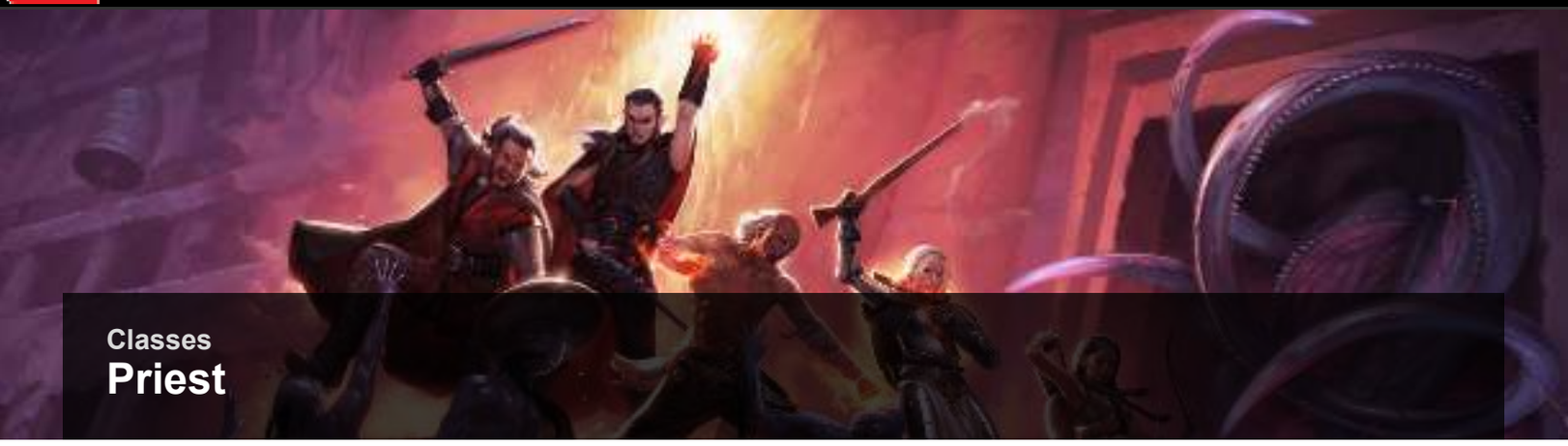


Classes
Priest

Areas of Focus:

Mastery: Support

Supplemental: Control, Strike

Priests devote themselves to worshipping a particular deity, which is selected during character creation. Religious loyalty imbues the priest with spell-casting abilities, which are crucial to support the adventuring party.

Lore

Priests are devotees of Eora's deities and practitioners of religious magic. While all priests dedicate themselves to specific gods, priests' power is actually derived from their personal beliefs. In contrast to most paladins, priests tend to focus on philosophy, teaching, and the relationship of religious organizations with common folk. The reception of priests in any given part of the world depends largely on how their god is revered—or reviled—by the people who live there.

Overview

Priests are devoted followers of one or more deities, though almost all have a primary dedication to a single god above all others. They are capable in combat, but their true power comes from their prayers. These prayers form the common spells priests use in battle, ranging from healing magic and divine attacks to a variety of blessings and curses.

Starting Stats

Endurance

36 + 12/level (Low)

Health

3 x Endurance (Very Low)

Accuracy

20 + 3/level (Very Low)

Deflection

15 (Low)

Skill Bonus

Lore +2 Athletics +1

Starting Abilities

Holy Radiance – Generates modest Endurance for allies. The power of this ability can shift based on Reputation.

Priest Companion

Durance

Race: Meadow Folk

Sex: Male

Class: Priest

Culture/Faction: Dyrwoodan/Magranite Priest

Available: Magran’s Fork

Age & Appearance: Early 40s

Tactics

Tactical AoE Build

Advantages: AoE Encounters, Fair Damage Output

Disadvantages: Lower Health/Endurance, Higher Micro, Limited Offensive Options

Strategy

The Tactical AoE Priest build focuses on providing the right solution to any problem, and in a large enough dose to affect everyone. Using the proper prayer to completely counter an enemies' affliction or slamming a powerful buff on your whole party is what they do. Interdiction and Holy Radiance are abilities that can be dropped in every encounter. And if the battle is going your way, Prey on the Weak can provide some great added damage.

Equipment

Any Gun or Bow is recommended. Though it's also a good idea to keep a second weapon set with a good quality club and a large shield incase the Priest becomes stuck in melee.

Light or Medium armor is recommended.

Races

Moon Godlike

Hearth Orlan

Human

Culture

Old Vailia or Rauatai

Living Lands

Attributes

Might 18

Constitution 10

Dexterity 12

Perception 3

Intellect 18

Resolve 14

Deity

Skaen

Talents

Interdiction

Painful Interdiction

Empowered Interdiction

Brilliant Radiance

Prey on the Weak

Field Triage or Inspiring Radiance

Alternate Build

Battle Priests are a fun alternative. Building similar to the paladin, priests can equip a melee weapon or even a shield (if desired) and move around the battle field to find advantageous positions. The Accuracy bonus provided by Deity talents can help grant them a competitive melee offense. Though, Heavy armor is recommended for this strategy, and avoiding being attacked for too long is important, as Priests do not have a lot of Health and Endurance to begin with.

Special Abilities

Deity

All priests worship a deity that is selected during character creation. In addition to potential role-playing opportunities, a priest's deity defines two "good" (+) and two "bad" (-) personality traits that the priest must strive to embody and avoid, respectively. The degree to which the priest is able to do so is mechanically reflected by the strength of his or her Holy Radiance ability. N.B.: Companion priests, NPC priests, and adventurer priests who are not the main PC have a fixed bonus from Holy Radiance, unaffected by the personality traits.

Berath

Stoic +

Rational +

Passionate -

Cruel -

Eothas

Benevolent +

Honest +

Cruel -

Deceptive -

Magran

Aggressive +

Clever +

Diplomatic -

Passionate -

Skaen

Deceptive +

Cruel +

Benevolent -

Aggressive -

Wael

Deceptive +

Clever +

Rational -

Honest -

1st Level Priest Spells

Priests gain access to all 1st level priest spells. Priests can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

Interdiction (Active)

The priest condemns his or her enemies, inflicting a Dazed status on them (Will). 1/encounter.

Holy Radiance (Active)

Holy Radiance regenerates a modest amount of Stamina for allies in a Medium AoE immediately around the priest. Any Vessels caught in the AoE take Burn damage and are Frightened (Will). 3/rest. For player-controlled priests, the value of this bonus is directly connected to their personality traits and how they relate to their deity. For non-player character priests, this bonus is fixed. By default, they start at a fixed value (this is what all non-PC priests use for their bonus). For each “level” they achieve in an aligned reputation, they gain an additional bonus (maxes out at 3rd level for each). For each level they achieve in an opposed reputation, they earn a penalty (maxes out at 3rd level for each).

Holy Radiance

Granted at Level 1 (1 per encounter)

Speed: Fast

Area of Effect: 5.0m Radius (base 5.0m) from Caster

Effects: Friendly AoE: +10 Endurance

Foe AoE: 15 Burn Damage over 3 sec - Only Vessels, Frightened for 30 sec - Only Vessels vs. Will

Creates a field of holy energy around the priest, Burning any vessels in the vicinity and regenerating a modest amount of Endurance for allies. The power of a priest's Holy Radiance is modified by how well his or her Reputations align with the preferred behaviors of his or her faith.

Talents

Aggrandizing Radiance

Modifies Holy Radiance (x0.25 Healing)

+2 Might, +2 Constitution, +2 Dexterity, +2 Perception, +2 Intellect, +2 Resolve, +2 Move Speed for 10 sec

1 per encounter

Speed: Fast

Area of Effect: Friendly Target + 5.0m Radius (base 5.0m) from Caster

Effects: Friendly AoE: +10 Endurance

Foe AoE: 15 Burn Damage over 3 sec - Only Vessels, Frightened for 30 sec - Only Vessels vs. Will

Allies gain less healing from the priest's Holy Radiance, but the priest gains a bonus to all Attributes and Movement.

Brilliant Radiance

Modifies Holy Radiance (Additional Attack, 1 per encounter)

Speed: Fast

Area of Effect: Friendly Target + 5.0m Radius (base 5.0m) from Caster

Effects: Friendly AoE: +10 Endurance

Foe AoE: 15 Burn Damage over 3 sec - Only Vessels, Frightened for 30 sec - Only Vessels vs. Will

Enemies take Burn damage from the priest's Holy Radiance (vessels take increased Burn damage).

Empowered Interdiction

Modifies Interdiction (+20 Accuracy, 1 per encounter)

Range: 20m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: Dazed for 7 sec vs. Will (+15 Accuracy)

The priest's condemnations of an enemy become more apt, increasing the Accuracy of his or her Interdiction ability.

Hope Eternal (Req. Deity - Eothas)

Grants Hope Eternal (Passive, 1 per rest)

Range: 6m

Effects: Friendly Target: -10 Defense against Frightened attacks, -10 Defense against Terrified attacks, +15 Endurance

The faithful of Eothas gain an Accuracy bonus with Flail and Morning Star and can cast a healing spell that shortens Frightened and Terrified durations.

Incomprehensible Revelation (Req. Deity - Wael)

Grants Incomprehensible Revelation (Passive)

Grants Lesser Arkemyr's Dazzling Lights (1 per rest)

Range: 6m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: AoE: -10 Will, Dazed for 6 sec vs. Reflex (+10 Accuracy)

The faithful of Wael gain an Accuracy bonus with Quarterstaff and Rod and can cast a special version of Arkemyr's Dazzling Lights.

Inspired Flame (Req. Deity - Magran)

Grants Inspired Flame (Passive)

Grants Lesser Burst of Summer Flame (1 per rest)

Speed: Fast

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 20 (Weaker)

Effects: AoE: 20-30 Burn vs. Reflex (+10 Accuracy)

The faithful of Magran gain an Accuracy bonus with Sword and Arquebus and can cast a special version of Burst of Summer Flame.

Inspiring Radiance

Modifies Holy Radiance (+5 Accuracy for 15 sec, 1 per encounter)

Speed: Fast

Area of Effect: Friendly Target + 5.0m Radius (base 5.0m) from Caster

Effects:

Friendly AoE: +10 Endurance

Foe AoE: 15 Burn Damage over 3 sec - Only Vessels, Frightened for 30 sec - Only Vessels vs. Will

Allies gain an Accuracy bonus from the priest's Holy Radiance.

Interdiction

Grants Interdiction (1 per encounter)

Range: 20m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: Foe AoE: Dazed for 7 sec vs. Will (+15 Accuracy)

Condemns the priest's foes, Dazing any enemies in the area of effect.

Painful Interdiction

Modifies Interdiction (Additional Attack)

Interdiction (1 per encounter)

Range: 20m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects:

Foe AoE: Dazed for 7 sec vs. Will (+15 Accuracy)

Priests are able to channel their fury through Interdiction, adding a painful Weakening affliction to the attack.

The Pallid Hand (Req. Deity - Berath)

Grants The Pallid Hand (Passive)

Grants Lesser Concelhaut's Corrosive Siphon (1 per rest)

Range: 2.5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: AoE: Drains 5 Corrode Damage as Endurance over 10 sec vs. Fortitude

The faithful of Berath gain an Accuracy bonus with Mace and Great Sword and can cast a special version of Concelhaut's Corrosive Siphon.

Prey on the Weak (Req. Deity - Skaen)

Grants Prey on the Weak (Passive)

Grants Lesser Sneak Attack (Passive)

Effects: Self: x1.2 All Damage

The faithful of Skaen gain an Accuracy bonus with Stiletto and Club and gain a lesser version of the rogue's Sneak Attack ability.

Untroubled Faith (Priest)

Modifies Holy Radiance (Holy Radiance, 1 per encounter)

Speed: Fast

Area of Effect: Friendly Target + 5.0m Radius (base 5.0m) from Caster

Effects: Friendly AoE: +10 Endurance

Foe AoE: 15 Burn Damage over 3 sec - Only Vessels, Frightened for 30 sec - Only Vessels vs. Will

The priest's ability to inspire becomes more than just a sum of his or her actions, negating Reputations that negatively influence Holy Radiance.

Spells

Priests do not gain power directly from their deity, but from their belief in the deity and the tenets of their religion. Priests gather energy into their own souls and release it through the use of specific prayers. These prayers form the common spells priests use in battle, ranging from healing magic and divine attacks to a variety of blessings and curses. Relying on large area of effect bonuses mixed with small area offensive spells to direct combat from afar.

Priests gain access to all spells of a given level as soon as he/she is able to cast from that level, but their overall access is limited by their faith. There are six spell levels in Pillars of Eternity. On the first level, the priest gains access to the first spell level; on the third level, he/she gains access to the 2nd spell level; and on the 5th level, he/she gains access to the 3rd spell level.

Compared to wizards, priests have access to a smaller number of spells overall but do not need to prepare those spells in a grimoire. And while priests do have offensive spells, they are smaller in area and generally weaker in power than similar effects available to wizards and druids.

Level One

Restore Minor Endurance

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +10 Endurance

Shares a generous portion of the priest's divine strength, restoring a significant amount of Endurance to all allies in the area of effect.

Prayer Against Fear

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Frightened attacks, +50 Defense against Terrified attacks for 30 sec

Steels the mind of allies in the area of effect against all external fears, granting bonus resistance against attacks with Frightened or Terrified afflictions and reducing the duration of any such afflictions currently on the target.

Holy Meditation

Speed: Fast

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +30 Concentration, +15 Will for 30 sec

The priest clears his or her mind, spreading that clarity to nearby allies, thereby increasing their Concentration Bonus.

Armor of Faith

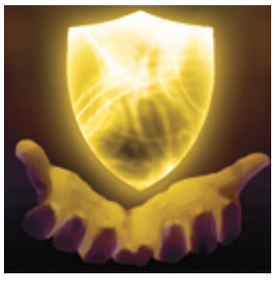
Range: 5m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +4 Damage Reduction for 30 sec

Creates a tangible shield of faith, increasing the Damage Reduction of allies in the area of effect.

Blessing



Range: 5m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +5 Accuracy, x1.1 All Damage for 20 sec

A call for divine favor that increases the Accuracy and damage of allies in the area of effect.

Barbs of Condemnation

Effects: Target: 20-30 Pierce, -5 All Defenses for 10 sec vs. Fortitude (+10 Accuracy)

Punishes a target for their sins, decreasing their Deflection, Fortitude, and Reflex.

Withdraw

Speed: Fast

Effects: Friendly Target: 999999-pt Stasis Shield, +66.7 Endurance over 20 sec, Invisible for 20 sec

Isolates a single target within a protective sphere, shielding them from harm while their Endurance regenerates.

Divine Terror

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Foe AoE: Frightened for 15 sec vs. Will (+15 Accuracy)

Strikes fear into the hearts of the unworthy, inflicting a penalty to Accuracy on all enemies in the area of effect.

Halt

Speed: Fast

Range: 10m

Effects: Target: Stuck for 10 sec vs. Will (+10 Accuracy)

Commands a single enemy to halt, causing them to temporarily cease all movement.

Level Two

Instill Doubt

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Foe AoE: Dazed for 20 sec vs. Will (+15 Accuracy)

Taps into subconscious uncertainties, reducing the Speed of all enemies in the area of effect.

Prayer Against Infirmity

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Sickened attacks, +50 Defense against Weakened attacks for 30 sec

Fortifies the health of allies in the area of effect, granting a bonus against attacks with Sickened or Weakened afflictions and reducing the duration of any such afflictions currently on the target.

Repulsing Seal

Range: 5m

Area of Effect: 1.25m Radius Hazard

Aura Range: 1.3m (base 1.3m)

Effects: Hazard AoE: Prone for 10 sec vs. Fortitude

Places a magical seal on the floor that sends enemies sprawling on contact, causing them to become Prone.

Suppress Affliction

Range: 5m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: Hostile effects suspended over 15 sec

Stifles detrimental conditions through sheer force of will, temporarily suspending hostile status effects on allies in the area of effect.

Restore Light Endurance

Speed: Fast

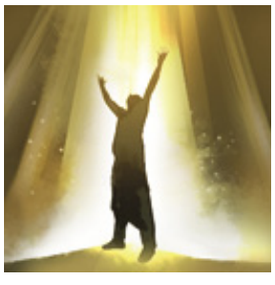
Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +15 Endurance

Shares a portion of the priest's divine strength, restoring some Endurance to all allies in the area of effect.

Holy Power



Aura Range: 1.3m (base 1.3m)

Effects: Friendly Aura: +3 Might, +7 Resolve for 30 sec

Creates a zone of divine favor, increasing the Might and

Consecrated Ground

2nd level Priest Spell

Area of Effect: 2.5m Radius (base 2.5m) from Caster

AoE Duration: 20 sec

Effects: Friendly AoE: +10 Endurance over 1 sec

Creates a long-lasting circle of healing, regenerating ally Endurance.

Iconic Projection

Speed: Fast

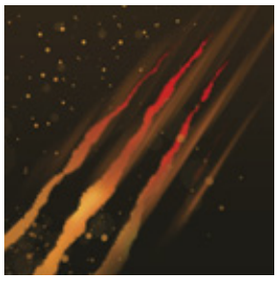
Area of Effect: Length: 10m

Effects: Friendly Target: +25 Endurance vs. Reflex (+15 Accuracy)

Foe Target: 25 Freeze Damage vs. Reflex (+15 Accuracy)

Creates a slow-moving energetic projection of the priest's faith, returning Endurance to allies and inflicting Freeze damage to enemies.

Divine Mark



Range: 2.5m

Interrupt: 40 (Average)

Effects: Target: 40-50 Burn, -25 Deflection for 10 sec vs. Will (+15 Accuracy)

Marks a target for retribution, inflicting Burn damage and lowering Deflection.

Level Three

Pillar of Faith

Area of Effect: Target + 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: Target: 30-40 Crush vs. Reflex (+10 Accuracy)

Foe AoE: Prone for 10 sec vs. Fortitude (+15 Accuracy)

Calls down a pillar of divine judgment, inflicting Crush damage and Knockdown on enemies in the area of effect.

Restore Moderate Endurance

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +22 Endurance

Shares a portion of the priest's divine strength, restoring a moderate amount of Endurance to all allies in the

area of effect.

Despondent Blows

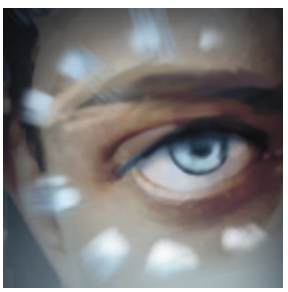
Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Foe AoE: -15 Melee Accuracy, +15% of Crits converted to Hits for 30 sec vs. Will (+15 Accuracy)

Nagging doubt in the face of unbreakable faith consumes enemies in the area of effect, lowering their Melee Accuracy and Critical Hit range.

Watchful Presence



Range: 5m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +50 Endurance for +1 sec when Endurance below 20%

Blesses allies with the aid of a sympathetic soul, releasing a healing effect when their Endurance is low.

Dire Blessing

Speed: Fast

Range: 5m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +20% of Hits converted to Crits for 30 sec

Strengthens allies' resolve in battle, increasing the probability they will land a Critical Hit.

Prayer Against Restraint

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Hobbled attacks, +50 Defense against Stuck attacks for 30 sec

Frees allies in the area of effect from perceived constraints, granting a bonus against attacks with Hobbled or Stuck afflictions and reducing the duration of any such afflictions currently on the target.

Circle of Protection

Range: 10m

Area of Effect: 5.0m Radius Hazard

Aura Range: 5m (base 5m)

Effects: Hazard AoE: +15 All Defenses for 10 sec

Creates a large zone of divine shelter, granting allies a bonus to all Defenses.

Warding Seal

Range: 10m

Area of Effect: 1.25m Radius Hazard

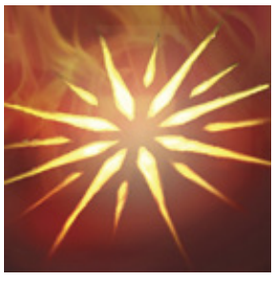
Aura Range: 1.3m (base 1.3m)

Effects: Hazard AoE: 40-50 Shock vs. Reflex

Generates a magical seal that explodes in a burst of electrical energy when an enemy comes into contact with it, inflicting Shock damage.

Level Four

Searing Seal



Range: 10m

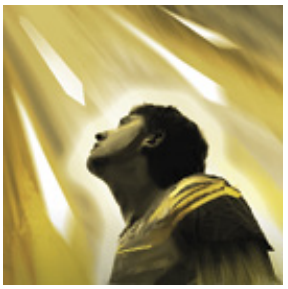
Area of Effect: 2.5m Radius Hazard

Aura Range: 2.5m (base 2.5m)

Effects: Hazard AoE: 30-50 Burn vs. Reflex, Blinded for 15 sec vs. Will

Places a magical seal on the floor that bursts into flame when an enemy comes into contact with it, Blinding them and inflicting Burn damage.

Devotions for the Faithful



Range: 5m

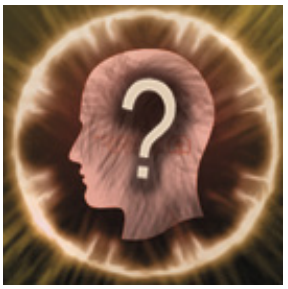
Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +4 Might, +20 Melee Accuracy, +20 Ranged Accuracy for 30 sec vs. Will

Foe AoE: -10 Might, -20 Melee Accuracy, -20 Ranged Accuracy for 30 sec vs. Will

Invokes the benediction of the priest's god, imbuing allies in the area of effect with Accuracy and Might bonuses while enemies receive penalties to the same.

Prayer Against Bewilderment



Speed: Fast

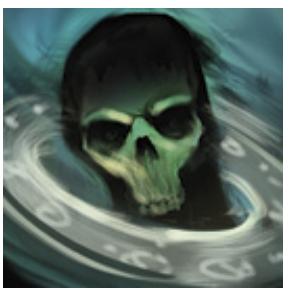
Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Dazed attacks, +50 Defense against Confused attacks for 30 sec

Bestows alacrity upon the minds of allies in the area of effect, granting a bonus against attacks with Confused or Dazed afflictions and reducing the duration of any such afflictions currently on the target.

Barring Death's Door



Speed: Fast

Effects: Friendly Target: Prevent Death for 20 sec

Prevents a severely wounded character's Health from reaching zero when it would result in the death of the character. The character can still be knocked out through Endurance loss.

Shining Beacon

Range: 5m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Foe AoE: -10 All Defenses, 60 Burn Damage over 9 sec for 9 sec vs. Will (+15 Accuracy)

Conjures an intensely luminous beacon of light, causing enemies in the area of effect to take a penalty to all defenses and accrue Burn damage over time.

Triumph of the Crusaders

Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +200 Endurance per kill for 60 sec

Imparts to allies the fervor of righteousness in battle. When any ally in the area of effect delivers a killing blow, he or she regains Endurance.

Restore Major Endurance

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +33 Endurance

Shares a generous portion of the priest's divine strength, restoring a significant amount of Endurance to all allies in the area of effect.

Level Five

Prayer Against Imprisonment

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Paralyzed attacks, +50 Defense against Petrified attacks for 30 sec

Instills a spirit of liberation in allies in the area of effect, granting a bonus against attacks with Paralyzed or Petrified afflictions and reducing the duration of any such afflictions currently on the target.

Champion's Boon

Effects: Friendly Target: +10 Might, +10 Perception, +5 Damage Reduction for 30 sec

Grants a divine favor to an ally, imbuing him or her with a bonus to Might, Perception, and all Damage Reductions.

Salvation of Time

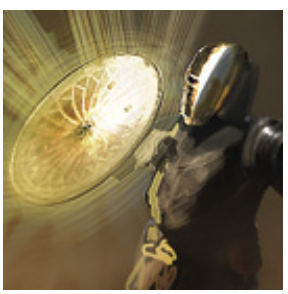
Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Friendly AoE: +10 Duration of active beneficial effects

Beseeches the gods for more time, extending the duration of all beneficial effects on allies in the area of effect.

Shields for the Faithful



Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +25 Deflection for 30 sec

Conjures a powerful holy shield, granting a Deflection bonus to all allies in the area of effect.

Revive the Fallen

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: Revive with 50 Endurance

Grants fallen friends a second chance, reviving unconscious allies in the area of effect and restoring a small amount of their Endurance.

Pillar of Holy Fire

Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 50-60 Burn vs. Reflex (+15 Accuracy)

Summons a flaming pillar of righteous anger, Burning everyone in the area of effect.

Restore Critical Endurance

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Endurance

Shares a substantial portion of the priest's divine strength, restoring a large amount of Endurance to all allies in the area of effect.

Level Six

Prayer Against Treachery

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Charmed attacks, +50 Defense against Dominated attacks for 30 sec

Galvanizes the devotion of the party, granting bonuses against attacks with Charm or Dominate afflictions, as well as reducing the duration of any such afflictions already on the target.

Crowns for the Faithful

Range: 10m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +6 Perception, +6 Intellect, +25 Resolve for 30 sec

Crowns allies in the glory of the priest's god, imbuing all allies in the area of effect with bonuses to Perception, Intellect, and Resolve.

Spark the Souls of the Righteous

Range: 2.5m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Allied AoE: Shock aura for 30 sec; 40-50 Shock Damage

Ignites a powerful zeal within allies that manifests in an aura that Shocks any enemies near them.

Minor Intercession

Speed: Fast

Range: 5m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +25 Endurance, -5 Duration of active hostile effects

Calls upon the aid of the priest's god, restoring Endurance and reducing durations of negative effects for all allies in the area of effect.

Cleansing Flame

Range: 10m + 3m Jump

Area of Effect: Foe Target + 2 Jump Targets

Effects: Foe Target: 83.3 Burn Damage over 5 sec, -5 Duration of active beneficial effects, x2 Damage Over Time tick rate for 5 sec vs. Deflection

Foe Jump Targets: 83.3 Burn Damage over 5 sec, -5 Duration of active beneficial effects, x2 Damage Over Time tick rate for 5 sec vs. Deflection

The priest hurls a ball of holy fire at the enemy that purges its protections and speeds its doom. Does continuous Burn damage for five seconds and accelerates the timer for all beneficial effects on the target (except heals), as well as those of any continuous damage effects. Leaps to up to two additional nearby enemies.

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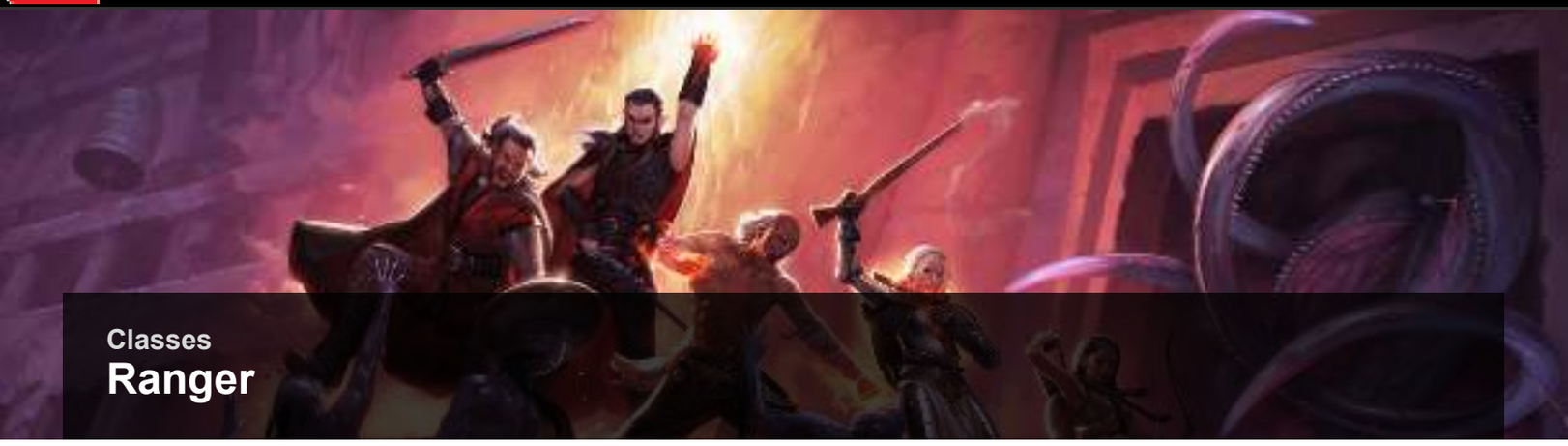


Classes
Ranger

Areas of Focus:

Major: Striking

Minor: Defense

Supplemental: Miscellaneous

Rangers focus on granting additional offensive abilities to the ranger, increasing the power of their animal companions, and strengthening the link between the ranger and animal companion.

Lore

Rangers are warriors of the woodlands and masters of the hunt. Always partnered with soul-bonded animal companions, they can be found in wild spaces all over the world. As their lifestyles often tend toward independence and isolation, it is rare for rangers to become an integral part of a large fighting force, though they are often employed as scouts and guides.

Overview

Rangers are warriors of the woodlands and masters of the hunt. They have learned how to live in the wilderness and adapt their unique skills in civilized contexts: their survival instincts contribute to martial prowess, and the savagery cultivated while living among beasts can be harnessed to devastating effect.

Rangers are expert sharpshooters with any ranged weapon. Though they traditionally rely on bows and crossbows, some use firearms or even magical implements. Regardless of their choice of armament, even novice rangers can strike swiftly and leave severe wounds that quickly wear down an enemy's stamina and movement. They are assisted in their efforts by their animal companions, incredibly tough and loyal creatures with whom rangers form lifelong bonds, who share their lives (literally) with their masters.

Starting Stats

Endurance

36 + 12/level (Low)

Health

5 x Endurance (High)

Accuracy

30 + 3/level (Very High)

Deflection

20 (High)

Skill Bonus

Stealth +1 Survival +2

Starting Abilities

Animal Companion - All rangers share a strong bond with an animal companion. If one goes down in battle, the other will fall as well.

Ranger Companion

Sagani

Race: Boreal Dwarf

Sex: Female

Class: Ranger

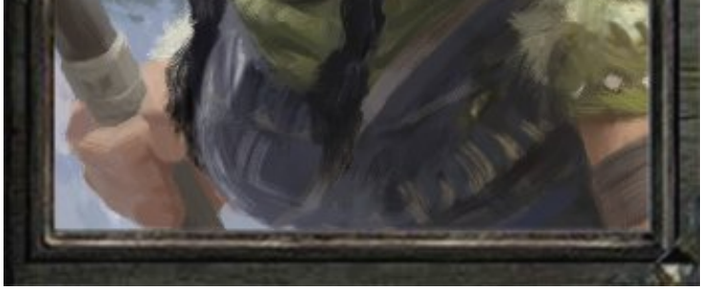
Culture/Faction: Naasitaq

Age & Appearance: 57 years old, sturdy, world-worn, tanned boreal dwarf with black braided hair and black facepaint.

Description: Patient, methodical, quiet, warm, practical, good-natured.

Custom Features: Itumaak - Arctic Fox, facepaint

texture, pigtail braids.



Tactics

Accurate Sniper Build

Advantages: Moderate Damage Output, Range, Personal Tank, Low Micro

Disadvantages: Lower Health/Endurance, Debuff if Companion Falls

Strategy

The Sniper Ranger is an incredibly Accurate build, where the ranger focuses on somewhat slower, but well aimed heavy attacks that deal large amounts of damage. With a Bear Companion on the front line, they are granted enough time to open every combat with one or two Wounding Shots. If things get hairy, Binding Roots provides a very reliable escape.

Equipment

Any Gun or Bow is recommended. Arquebus, Blunderbuss, and War Bow perform exceptionally well.

Light or Medium armor is recommended.

Races

Wood Elf

Hearth Orlan

Culture

Deadfire Archipelago or The White that Wends

Living Lands

Attributes

Might 18

Constitution 8

Dexterity 18

Perception 14

Intellect 8

Resolve 9

Abilities

Bear Companion

Wounding Shot

Vicious Aim

Stalkers' Link

Driving Flight

Binding Roots

Talents

Accurate Wounding Shot

Penetrating Shot

Marksman

Bloody Slaughter

Thorny Roots

Stunning Shots

Envenomed Strike or Gunner

Alternate Build

Melee Rangers are not unheard of; building your Ranger with Two Weapons and flanking your enemy with your animal companion can provide a fun alternative to the bow or gun user. When building this way, make choices similar to the Striker Barbarian and toss in a few of the animal companion talents as well. This allows both you and your companion to dish out rapid melee attacks with significant bonuses for flanking enemies in combat.

Special Abilities

Animal Companions

The ranger begins the game with (and can name) an animal companion that fights at his or her direction. This companion shares Health and Endurance with the ranger (if either one is damaged, the same pool is reduced). All rangers form a strong spiritual connection with a single creature, their animal companion. This connection allows rangers and their companions to coordinate attacks and efficiently take down prey. In most situations, the companion runs interference while the ranger attacks at range.

Rangers have the second highest single-target damage output capability and can use all abilities at a long range. Their base ranged accuracy is +15 above their base melee accuracy.

Boar Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Boar Companion vs. Deflection

Boar companions inflict more damage when they are below 50% Endurance.

Wolf Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Wolf Companion vs. Deflection

Wolf animal companions move exceptionally fast.

Antelope Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Antelope Companion vs. Deflection

Antelope companions have naturally superior defenses (Deflection, Fortitude, Reflex, and Will).

Stag Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Stag Companion vs. Deflection

Stags can activate a melee attack that does damage to all enemies in a small area around the main target.

Bear Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Bear Companion vs. Deflection

Bear companions have unusually high Damage Reduction, giving them superior protection from all forms of damage.

Lion Companion

Passive (Requires 0 summoned creatures)

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash vs. Deflection

Summon: Lion Companion vs. Deflection

Lion companions have the ability to Terrify enemies with a powerful roar.

Stalkers' Link

Available at Level 5 (Passive)

Long experience fighting together enables the ranger and animal companion to fight as a highly efficient team. The ranger gains an accuracy bonus when fighting any enemy already engaged by the animal companion.

Driving Flight

Available at Level 7 (Passive)

Effects: Self: Ranged Attacks bounce +1 times

Each ranged attack loosed by the ranger contains such force as to fly straight through the first target and hit another behind it (within a 20-degree arc) for less damage.

Binding Roots

Available at Level 9 (5 per rest)

Speed: Fast

Interrupt: 40 (Average)

Effects: Foe Target: Stuck for 30 sec vs. Reflex

Conjures roots from the ground underneath a target, causing them to become Stuck.

Arrow Sense

Available at Level 5 (Passive)

Effects: Self: +15 Deflection against ranged attacks

The ranger gains a portion of his or her animal companion’s senses and instincts, becoming especially sensitive to incoming ranged attacks that target Deflection.

Vicious Aim

Available at Level 3 (Modal)

Speed: Instant

Effects: User: x0.8 Rate of Fire, x0.8 Reload Speed, +10 Ranged Accuracy, x1.2 Ranged Damage

By lowering Attack and Reload Rate, the ranger is able to take more careful aim, giving them increased Accuracy and Damage.

Stunning Shots

Available at Level 11 (Passive)

Interrupt: 40 (Average)

Effects: Target: Stunned for 2 sec vs. Fortitude

Takes advantage of enemy distraction while Engaged by the ranger's animal companion, Stunning the enemy (as a secondary attack) when the ranger lands a Hit or Critical Hit.

Swift Aim

Available at Level 3 (Modal)

Speed: Instant

Effects: User: x1.2 Attack Speed, x1.5 Reload Speed, -7 Accuracy

The ranger gets into a speedy and fluid offensive rhythm, reducing Accuracy but increasing Fire Rate and reload time with ranged weapon and Attack Rate with melee weapons.

Marked Prey

Available at Level 1 (1 per encounter)

Effects: Foe Target: Marked Prey for 30 sec, +20% bonus damage against single target

Designates a single target as prey, giving the ranger and animal companion a damage bonus against that target until combat ends.

Wounding Shot

Available at Level 1 (2 per encounter)

Range: 6m

Interrupt: 40 (Average)

Effects: Target: Hobbled for 10 sec vs. Fortitude

User: Primary Attack + x1 Damage inflicted Over Time vs. Deflection

As he or she would with fleeing prey, the hunter aims for a spot that will slow the target enemy's progress, Hobbling the target and inflicting Raw Damage over time to it.

Defensive Bond

Available at Level 5 (Passive)

The empathic bond between ranger and animal companion yields a preternatural awareness of incoming danger, giving both a significant bonus to Defense when both are subjected to the same area of effect attack.

Animal Companion Abilities

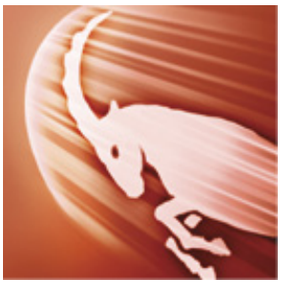
Predator's Sense

Available at Level 3 (Passive)

Effects: Self: x1.5 Damage against targets affected by a Damage Over Time

Heightens the predatory instincts of the ranger's animal companion, giving them a damage bonus on any creature suffering a damage over time effect.

Takedown



Available at Level 7 (1 per encounter)

Interrupt: 40 (Average)

Effects: Foe Target: 1-6 Slash, Prone for 10 sec vs. Fortitude

Instructs the ranger's animal companion to rush a target, knocking it Prone.

Master's Call

Available at Level 9 (3 per rest)

Interrupt: 40 (Average)

Effects: Foe Target: 15-20 Slash, Prone for 5 sec vs. Fortitude

Calls the ranger's animal companion to his or her side, causing the companion to move back to the ranger at increased speed, ignoring Engagement and knocking any enemies in the way Prone.

Talents

Accurate Wounding Shot

Modifies Wounding Shot (+10 Accuracy, 2 per encounter)

Range: 6m

Interrupt: 40 (Average)

Effects: Target: Hobbled for 10 sec vs. Fortitude

User: Primary Attack + x1 Damage inflicted Over Time

The ranger's aim becomes deadlier, making his or her Wounding Shots more accurate.

Brutal Takedown

Modifies Takedown (20 Crush Damage, 1 per encounter)

Interrupt: 40 (Average)

Effects: Foe Target: 1-6 Slash, Prone for 10 sec vs. Fortitude

The ranger trains his or her animal companion to inflict Crush damage on opponents when using Takedown.

Faithful Companion

Grants Faithful Companion (Passive)

Effects: Self: +15 Defense against Charmed attacks, +15 Defense against Confused attacks, +15 Defense against Dominated attacks

The ranger's animal companion gains improved defenses against Charmed, Confused, and Dominated afflictions.

Merciless Companion

Grants Merciless Companion (Passive)

Effects: Self: x1.2 All Damage

Animal companions do small amounts of Sneak Attack damage against targets that qualify.

Resilient Companion

Grants Resilient Companion (Passive)

Effects: Self: +3 Damage Reduction

The ranger's animal companion gains improved Damage Reductions against all damage types.

Strengthened Bond

Grants Strengthened Bond (Passive)

Effects: Self: +15% Interrupt chance

Increases the shared bonus provided by Defensive Bond.

Swift and Steady

Modifies Swift Aim (+5 Accuracy, Modal)

Speed: Instant

Effects: User: x1.2 Attack Speed, x1.5 Reload Speed, -7 Accuracy

The ranger becomes better able to shoot quickly, reducing the Accuracy penalty of Swift Aim.

Thorny Roots

Modifies Binding Roots (15 Pierce Damage, 15 Slash Damage, 5 per rest)

Speed: Fast

Interrupt: 40 (Average)

Effects: Foe Target: Stuck for 30 sec vs. Reflex

The ranger's Binding Roots sprout nasty thorns that do additional Pierce and Slash damage to the target.

Vicious Companion

Grants Vicious Companion (Passive)

Effects: Self: x1.2 All Damage

Trains the ranger's animal companion in vicious tactics, causing it to deal more damage with each hit.

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Classes
Rogue

Areas of Focus:

Mastery: Striking

Supplemental: Defense, Miscellaneous

Rogue emphasize offensive strikes with ranged and melee weapons. Many cause Afflictions that qualify for the rogue's Sneak Attack. Others strengthen the rogue's Sneak Attack or grant tactical positioning abilities.

Lore

Rogues are vicious killers, feared for the brutality of their attacks. They can be found as often in dark back alleys as the heart of battlefield skirmishes. Though unpredictable and undisciplined, rogues are commonly used as shock troops or as part of a surprise assault, their withering attacks breaking enemy ranks and morale. Rogues tend to congregate in larger numbers in cities where they can be steadily employed as mercenaries or hired muscle.

Overview

Contrary to what their name might imply, rogues come from many walks of life. They are cutpurses, thugs, and courtesans, but also aristocrats, diplomats, and personal guards. Often separated by station in life, they are united by their reliance on wits, speed, and subterfuge to achieve their goals. Whether they pack a pair of daggers, a fine rapier, a slim bow, a stubby pistol, or a brutish club, rogues haul a carnival of pain with them wherever they go. If their natural tendencies weren't dangerous enough, their affinity for skullduggery allows some talented rogues to tap into their souls to perform amazing stunts: fading from view in plain sight, briefly cloaking their allies in a veil of shadow, imbuing their weapons with a soul-eating venom, or even becoming so insubstantial that blades barely hurt them.

While rogues are known for their stealthy nature both in and out of battle, many of them are quite talented with machines and contraptions of all sorts. High-born rogues are often very knowledgeable about the esoteric, while many low-born rogues are well-equipped to survive in the wild.

Starting Stats

Endurance

36 + 12/level (Low)

Health

4 x Endurance (Low)

Accuracy

30 + 3/level (Very High)

Deflection

15 (Low)

Skill Bonus

Stealth +1 Mechanics +2

Starting Abilities

Sneak Attack – Bonus damage to ranged and melee attacks when the target has one or many afflictions.

Tactics

Assassin Build

Advantages: Extremely High Damage Output, Fast Attacks, Escape Options

Disadvantages: Low Health/Endurance, Low Deflection, Moderate Micro

Strategy

The Assassin Rogue build is capable of some of the highest single-target damage values. Opening with a Backstab (if possible) and then following with Blinding Strike and Crippling Strike in every encounter is key. If you need to get away, use Shadowing Beyond. Alternatively, you can use Shadowing Beyond to land another easy Backstab on your opponent. This build doesn't have a lot of survivability, so running into position after your tank has the attention of the enemy is necessary for staying alive.

Equipment

Maces, Stilettos, Battle Axes, and Spears serve as great weapons. Though any one-handed weapon that is enchanted is a great option.

Light or Medium armor is recommended for damage output. Though heavier armors still work well with the build and the added protection helps reduce the need for micro management.

Races

Hearth Orlan

Death Godlike

Wood Elf

Culture

Deadfire Archipelago or The White that Wends

Living Lands

Attributes

Might 18

Constitution 8

Dexterity 18

Perception 14

Intellect 14

Resolve 5

Abilities

Blinding Strike

Reckless Assault

Deep Wounds

Dirty Fighting

Crippling Strike

Deathblows

Talents

Backstab

Shadowing Beyond

Two Weapon Style

Vicious Fighting

Vulnerable Attack

Bloody Slaughter

Alternate Build

A much safer, albeit less damaging alternative is to play the Rogue nearly identical to the Sniper Ranger. Instead of opening with Wounding Shots, use Crippling Strikes and Blinding Strikes. This allows you to easily sneak attack from a safe distance and not have to worry as much about your positioning. Focus on targets that your allies are already flanking for maximum damage output.

Special Abilities

Rogues gain a starting skill bonus to Mechanics and Stealth and are the only class to get a bonus to both of those skills. Rogues have the highest single-target damage and they have abilities that can dramatically increase their damage for a short duration. The rogue can use most of his abilities with ranged weapons, but he needs to be relatively close to the target to use them.

Dirty Fighting

Available at Level 3 (Passive)

Effects: Self: +10% of Hits converted to Crits

The rogue employs a variety of underhanded tactics, turning some of their Hits into Critical Hits.

Escape

Available at Level 3 (1 per encounter)

Range: 4m

Effects: User: Immune to Engagement

Allows the rogue to break Engagement and expertly avoid the next attack, diving out of range to a specific location.

Reckless Assault

Available at Level 3 (Modal)

Speed: Instant

Effects: User: -8 Deflection, +8 Melee Accuracy, x1.2 Melee Damage

Causes the rogue to dive into battle without a second thought, lowering his or her Deflection but increasing Accuracy and weapon damage.

Sneak Attack

Granted at Level 1 (Passive)

Effects: Self: x1.5 All Damage

Uses the rogue's ability to approach unseen, adding additional bonus damage to their attacks when the target is Blinded, Flanked, Hobbled, Paralyzed, Petrified, Prone, Stuck, Stunned, or Weakened, as well as when any target is struck within two seconds of combat starting.

Crippling Strike

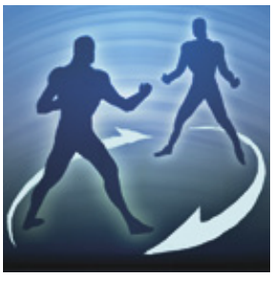
Available at Level 1 (2 per encounter)

Interrupt: 40 (Average)

Effects: Target: Hobbled for 10 sec vs. Fortitude User: Full Attack + x1.25 All Damage

The rogue attacks his or her enemy's ability to move around effectively, inflicting extra damage to and Hobbling any enemy successfully hit.

Coordinated Positioning



Available at Level 7 (2 per encounter)

In one quick move, the rogue instantly switches positions with one nearby target, cancelling Engagement if in effect. Automatic when targeting an ally, otherwise must Hit vs. an enemy's Reflex.

Fearsome Strike

Available at Level 9 (1 per rest)

Interrupt: 40 (Average)

Effects: Foe Target: Hobbled for 10 sec, Weakened for 10 sec vs. Fortitude

User: Full Attack + x1.25 All Damage

The rogue attempts to greatly hinder an opponent by targeting areas crucially important to their ability to fight, inflicting extra damage as well as Weakening and Hobbling the target.

Finishing Blow

Available at Level 5 (2 per rest)

Effects: User: Full Attack, +5 Accuracy, Finishing Blow

The rogue looks to finish off an injured opponent with a precise, deadly strike made with an Accuracy bonus that increases in power the less Endurance the target has.

Deathblows

Available at Level 11 (Passive)

Effects: Self: x2 Melee Damage, x2 Ranged Damage

Allows the rogue to size up a target's battlefield position, making Sneak Attack more effective when the target is afflicted by two or more conditions that allow a Sneak Attack.

Deep Wounds

Available at Level 5 (Passive)

Effects: Target: 10 Raw Damage over 10 sec

Expertise in the art of pain leads all Slash, Pierce, and Crush damage caused by the rogue to also do Raw Damage over time.

Withering Strike

Available at Level 9 (1 per encounter)

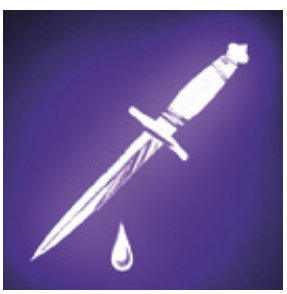
Interrupt: 40 (Average)

Effects: Foe Target: Weakened for 10 sec vs. Fortitude

User: Full Attack + x1.25 All Damage

The rogue aims for a vital area, inflicting extra damage and Weakening the target.

Adept Evasion

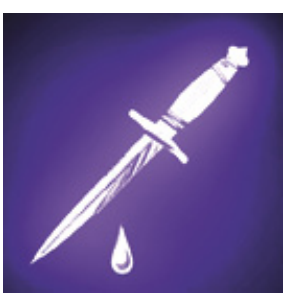


Available at Level 7 (Passive)

Effects: Self: +50% of incoming Grazes converted to Misses (Reflex only)

The rogue becomes especially skillful at dodging attacks, converting many Reflex Grazes to Misses.

Riposte



Available at Level 5 (Passive)

The rogue looks for openings to counterattack in combat. Incoming melee attacks that target Deflection and Miss have a chance of allowing an instant Full Attack Riposte. Only active with melee weapons equipped.

Blinding Strike

Available at Level 1 (1 per encounter)

Interrupt: 40 (Average)

Effects: Target: Blinded for 10 sec vs. Reflex

User: Full Attack + x1.25 All Damage

A dirty attack that makes the opponent unable to see. Inflicts extra damage and Blinds the target.

Talents

Backstab

Grants Backstab (Passive)

Effects: Self: x2 All Damage

Dramatically increases damage done from Invisibility at close range.

Deflecting Assault

Modifies Reckless Assault (+5 Deflection)

Reckless Assault (Modal)

Speed: Instant

Effects: User: -8 Deflection, +8 Melee Accuracy, x1.2 Melee Damage

Increases the rogue's ability to concentrate, reducing the Deflection penalty when using Reckless Assault.

Shadowing Beyond

Grants Shadowing Beyond (2 per rest)

Speed: Instant

Effects: User: Invisible, Immune to Engagement, Untargetable, Break Engagements for 10 sec

Allows the character to temporarily turn invisible. Enemies cannot detect invisible characters and attacks made from invisibility automatically count as a Sneak Attack. Attacking, casting a spell, using a special ability, or using an item will end the invisible state.

Vicious Fighting

Modifies Dirty Fighting (+10% of Hits converted to Crits)

Dirty Fighting (Passive)

Effects: Self: +10% of Hits converted to Crits

Improves the rogue’s skill with devious maneuvers, increasing the percentage of the rogue’s hits that are converted to Critical Hits when using Dirty Fighting.

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Inhabitants of Dyrwood

Friends and Foes

Most residents of the Dyrwood are Aedyr humans, elves, and dwarves, but many are also culturally integrated orlans or children of Glanfathan elves. The residents of Dyrwood consist of a vast array of non-player characters (NPCs) that cover all combinations of race, class, and culture. Here is a list of many of the inhabitants that populate the game's world.

Gilded Vale

Grain producing Town northwest of Defiance Bay.

Gilded Vale

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Captain Muarumi	Anslog's Compass Cave	Rogue	10	179	64	Pliambo per Casitas (Arquebus)
Falanroed	Black Meadow	Wizard	11	350	74	Autumn Fire (Scale Armor), Half-Mast (Pollaxe), Falaroed's Grimoire
Ingroed	Gilded Vale	Rogue	0	49	30	Minor Ring of Deflection
Kolsc	Gilded Vale	Fighter	4	110	37	—
Lord Raedric VII	Raedric's Hold	Paladin	12	125	54	Justice (Greatsword)
Lord Raedric VII (Death Guard)	Raedric's Hold	Vessel	14	390	93	He Carries Many Scars (Platemail)
Nedmar	Raedric's Hold	Priest	5	74	32	—
Naroc the Prophet	Cilant Lis	Cipher	12	156	66	Elardh Dwr (Breastplate)
Nonton	Gilded Vale	Fighter	6	59	32	—
Osrya	Raedric's Hold	Wizard	5	76	29	Osrya's Grimoire
Padebald	Anslog's Compass	Fighter	7	110	67	—
Sweynur	Gilded Vale	Fighter	0	58	28	—
Thorfen	Esternwood	Priest	14	144	51	Coat of Ill Payment (Brigandine)
Trumbel	Gilded Vale	Fighter	0	42	26	—

Wirtan	Temple of Eothas	Rogue	6	50	25	—

Defiance Bay

Capital and largest city of the Free Palatinate of Dyrwood. Located on the west coast, the port city is gateway to the riches of Eír Glanfath.

Defiance Bay

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Abrecan	Brackenbury	Rogue	8	105	35	—
Aefre	Ondra's Gift	Fighter	12	137	50	—
Aldhelm	Heritage Hill	Dargul	6	261	42	—
Battixa	Sanitarium	Druid	0	84	36	—
Bragan	Ondra's Gift	Rogue	8	94	29	—
Caedman Azo	Sanitarium	Wizard	0	95	33	—
Cendric	Copperlane	Fighter	12	110	41	—
Danna	Goose and Fox	Rogue	11	114	42	—
Dread-Shot Daedon	Defiance Bay Region	Ranger	9	92	35	—
Deysy	Goose and Fox	Cipher	6	70	44	—
Dirty Rigbert	Copperlane	Ranger	7	94	39	—
Dodwyna	Ondra's Gift	Priest	12	89	50	Aru Brekr (Brigandine)
Emilio Valtas (Dargul)	Defiance Bay Region	Dargul	6	261	42	—
Eorn	Catacombs	Monk	7	110	42	—
Galen Dalgard	Madhmmr Bridge	Paladin	14	225	114	Old Gerun's Wall (Large Shield)
Gram	Sanitarium	Cipher	0	70	38	—
Helig of Thein	Defiance Bay Catacombs	Wizard	5	78	32	Helig's Grimoire
Hurdy	Copperlane	Barbarian	5	129	29	—
Idelman	Sanitarium	Priest	0	94	33	—
Ilfa	Copperlane	Priest	9	97	30	—
Key	Goose and Fox	Cipher	6	66	50	Ring of Deflection
Kolfecg	Ondra's Gift	Rogue	7	102	36	—
Lady Valtas (Dargul)	Heritage Hill	Dargul	6	261	42	—
Langden	Copperlane	Fighter	9	110	40	—
Lefty Lisc	Ondra's Gift	Ranger	7	102	56	—
Leyra	Heritage Hill	Cean Gwla	4	163	77	—

Lilith	Wailing Banshee	Cean Gwla	4	163	77	—
Lord Valtas (Dargul)	Heritage Hill	Dargul	6	261	42	—
Ludrana	Madhmmr Bridge	Wizard	4	53	23	Ludrana's Grimoire
Lumdala	Copperlane	Chanter	0	89	53	Ring of Protection
Marshall Wendfeld	Crucible Knights Keep	Priest	14	170	56	—
Mestre Verzano	Ondra's Gift	Fighter	0	101	38	Forgiveness (Pistol)
Nyrid	Copperlane	Wizard	5	68	29	Nyrid's Grimoire
Orimanth	Aedelwan Bridge	Fighter	12	144	73	—
Penhelm	First Fires Keep	Rogue	12	116	51	Osric's Family Breastplate
Serel	The Salty Mast (Ondra's Gift)	Fighter	0	56	29	—
Serel Guard	The Salty Mast (Ondra's Gift)	Barbarian	7	226	46	—
Shrouded Woman (LK Agent)	Ruins of Woedica's Temple	Cipher	5	80	42	—
Slecg	Copperlane	Barbarian	5	129	32	—
Surica	Copperlane	Wizard	3	66	28	Surica's Grimoire
Two-Tone Weaxel	Goose and Fox	Fighter	12	110	42	—
Waldr "Three-Fingers"	Ondra's Gift	Rogue	8	102	36	—

Dyrford

Small isolated town in the eastern part of Dyrwood on the bank of the Bael River.

Dyrford

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Korgrak (Ogre)	Dyrford Crossing Cave	Ogre	10	365	50	—
Nyfre	Dyrford	Barbarian	8	147	45	Night-Runner (Leather Armor)
Medreth	Dyrford	Rogue	8	109	31	—
Sabhan	Dyrford	Rogue	6	138	37	—
Sevis	Dyrford	Fighter	10	132	47	—
Sleafhota	Cliaban Rilag	Barbarian	7	128	31	—
Songsmith Roska	Dyrford Crossing	Chanter	16	174	74	—
Trygil	Dyrford	Priest	0	148	43	—

Wymund	Temple of Skaen	Fighter	5	56	29	—

Caed Nua

A stronghold directly above the Endless Paths of Od Nua.

Caed Nua

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Kestorik (Vithrack)	Od Nua	Vithrack	8	165	70	—
Tcharek (Vithrack)	Od Nua	Vithrack	8	165	71	Drawn in Spring (Dagger)
Thulgar (Ogre)	Od Nua	Ogre	10	312	61	—
Zolla (Ogre)	Od Nua	Ogre Matron	10	342	55	—
Maerwald (Old Watcher)	Od Nua	Wizard	10	112	38	—
Spider Queen	Od Nua	Spider	9	140	50	—

Twin Elms

Glanfath City, unique mixture of ruined architecture from an ancient civilization with a layer of Viking-inspired Glanfathan buildings built into it.

Twin Elms

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Alarhî	Hearthsong's Market	Druid	7	120	48	—
Archdruid Rehstin	Blood Sands	Druid	7	155	62	Purgatory (Sabre)
Bright Blood	Northweald	Ranger	13	143	50	(Hunter Companion - Preymaker, Hunting Bow)
Cwineth	Celestial Sapling	Rogue	10	120	41	Long-Feller (Arquebus)
Devwen	Northweald Cave	Menpwgra	7	179	65	—
Einden	Galawain's Maw	Barbarian	7	165	41	—
Esmar	Northweald	Fighter	12	177	62	—
Glasvahl	Noonfrost	Wizard	7	126	41	Glasvahl's Grimoire
High Monk	Celestial Sapling	Monk	0	156	52	Aila Braccia (Small Shield)
High Ovate Erona	Elmshore	Druid	7	151	64	Ring of Protection
Irensî	Galawain's Maw	Barbarian	10	140	40	—
Lliras	Elms' Reach - Warrior's Hall	Barbarian	7	141	52	—

Naelde	Stormwall Gorge	Wizard	3	92	32	Leaden Key Wizard Grimoire
Nalrend the Wise (Ogre)	Elmshore Cave	Ogre Matron	10	457	64	—
Rinatto	Hearthsong	Rogue	0	76	31	—
Scâthden	Burial Isle	Druid	9	174	70	Traitor's Merit (Pollaxe)
Simoc	Elms' Reach - Warrior's Hall	Barbarian	9	161	40	Thy Clef (Large Shield)
Thaos	Sun in Shadow	Priest	15	218	74	—
Vesgel	Noonfrost	Wizard	7	112	37	Pale Elf Wizard Grimoire
Woedica Herald - Judge	Sun in Shadow	Herald of Woedica	18	437	56	—
Woedica Herald - Punisher	Sun in Shadow	Herald of Woedica	18	497	52	—

Wilderness

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Cail the Silent (Giant Drake)	Searing Falls Cave	Drake	24	357	76	—
Commander Cafel	Stormwall Gorge	Paladin	12	146	46	—
Foemyna	Stormwall Gorge	Ranger	12	193	56	The Rain of Godagh Field (Warbow)
Glasdial	Lhe a Rhemen	Troll	11	538	58	—
Gramrfel The Wayfarer	Magran's Fork	Chanter	12	140	52	Dead Man Stands (Boots)
Lord Exarch Sserkal	Pearlwood Bluff	Vithrack	12	146	46	—
Nidrek	Lhe a Rhemen	Vithrack	0	123	57	—
Sly Cyrdel	Stormwall Gorge	Fighter	14	182	55	Drake's Bell (Estoc)
The Dweller	Black Meadow	Forest Lurker	12	182	55	—
Thief, Beacwof	Woodend Plains	Fighter	11	97	53	Sun-Touched Mail of Hyran Rath
Thief, Eagar	Woodend Plains	Ranger	5	74	39	—
Thief, Iben	Woodend Plains	Wizard	0	60	31	Iben's Grimoire
Thief, Venka	Woodend Plains	Barbarian	5	110	31	—

Giantslayers (Mercenary Company)

Character	Location	Class	DR	Endurance	Deflection	Special Loot
Azrael Stonebelly	Woodend Plains	Wizard	5	82	19	Azrael's Grimoire
Brandon Leer	Woodend Plains	Fighter	11	122	47	—
Byne "The Nimble"	Woodend Plains	Rogue	10	94	30	—
Hannah Cade	Woodend Plains	Priest	12	89	52	—
Nok-thar	Woodend Plains	Druid	0	96	48	—
Urblat "The Ripper"	Woodend Plains	Barbarian	13	132	34	—

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Inhabitants of Dyrwood
Companions

Specialized Party Members

Companions are characters that accompany the main player on their quest. There are eight recruitable companions that encompass various races and classes. While they are not required to play through the game, companions can greatly enhance the overall experience. The game's companions display their own unique personalities over the course of the game and, depending on which party members are along for the ride, they'll react to each other, to the current situation, to their surroundings, and in battle with their own specific dialogue. The player can also create their own party members by adding hirelings to their group. However, these are custom created characters and are not unique like the companions and they do not have any impact on the game.

Companion Complexity

The companions cover many of the races, classes, and cultures, helping the game really come alive. Each companion, in a sense, becomes an ambassador for his or her race, culture, and class. They have their own mini-arc and quest woven into the game, which will be affected based on the player's decisions and interactions with them. Their personalities and motivations open plot branches and generate conflicts for players to resolve over the course of the story. They are highly reactive to the player's actions and to the world around them. Also, like the player, the companions have a wide range of endings based on the player's decisions and interactions with them.

COMPANION QUEST DETAILS

To avoid spoiling critical parts of their story arc, the complete details for every Companion Quest can be found at the end of the guide.

Aloth

Race: Wood Elf

Class: Wizard

Sex: Male

Culture/Faction: Aedyre/Leaden Key

Age & Appearance: 62 years old, slender elf with pale skin and straight, dark brown hair.

Description: Obsessive, detail-oriented, deferential, instructive, dutiful, imperturbed by violence.

History

Aloth was beaten by his father as a child. This caused his soul to Awaken, effectively giving him something like a split personality. A past life female persona named Iselmyr surfaced and took occasional control of Aloth's body, primarily as a defense mechanism. These developments have given Aloth a strong need for control in all aspects of his life.

Aloth studied to be an arcane knight, but lost favor after trying to inform instructors about a student-run animancy experiment that would eventually kill a dozen students. Subsequently he joined the Leaden Key, but became separated from the rest of his group and now operates completely cut off from the organization.

Inner Conflict

Aloth's conflict is about his relationship to animancy and to the Leaden Key. Aloth wants to learn the reasons behind Waidwen's Legacy and ideally help to fix it. Aloth suspects that animancy is an affront to the gods, but he comes to learn that it is the leader of the Leaden Key who is perpetrating the crisis. On the other hand, he sees animancy as something dangerous that nevertheless might help him out with his Awakening. His arc ends with him either choosing to take up Thaos' mantle and run the Leaden Key or to oversee its dissolution.

Quest

Two-Sided

Level: 3

Quest Giver/Location: Aloth, Outside the Woedica Catacombs (either First Fires exterior or Copperlane catacombs)

Description: Find an animancer who knows about Awakenings to help Aloth understand his.

Durance

Race: Meadow Folk

Class: Priest

Sex: Male

Culture/Faction: Dyrwood/Magranic Priest

Available: Magran's Fork

Age & Appearance: Early 40s. Frayed-edge robes of Magran. Quarterstaff made of ever-burning wood with a magical flame at the striking end.

History

Durance was a priest of Magran who helped build the bomb that destroyed St. Waidwen. The others who worked on it were killed, but Durance survived. He is an anti-authoritarian wanderer, who has particular dislike of the Aedyr Empire (and Readceras). He despises Eothas and anyone who worships him. Durance spent many years following the Saint's War, rooting out Eothas sympathizers; then not long after, rooting out those he believed responsible for the Hollowborn crisis. This led him to torture and ruin the soul of the Grieving Mother (in defense, she was forced to wound his soul to make him stop). Neither one of them recognizes the other when and if they meet.

Internal Conflict

Durance does not know why his Magranic colleagues died or why he was spared, but he assumes he did wrong by his god. Over time he comes to learn that the gods are not unlike the authority figures he so often finds himself at odds with, and that he and the assassinated Magranic clergy were nothing but pieces in the gods' games. The Grieving Mother and Durance may come to odds or reconciliation over the course of the game.

Quest

The Trials of Durance

Level: 8

Quest Giver/Location: Durance, Magran's Fork

Description: Durance keeps secrets that unravel the more you talk to him. He gets tired of questions and periodically stops answering them, but after a rest he opens back up. In Acts 2 and 3, if the player has Durance in the party, after a certain number of rests, the player will have visions of Durance that lead to further insight into his secrets. The player needs to ask him about more or less everything to be equipped for the last part of his quest, which unlocks after speaking to the gods and learning of Woedica's plot. Using knowledge gleaned from his dialogue, the player must try to convince Durance that Magran conspired with Woedica, and that she no longer speaks to Durance not because he did something to offend her but because she wanted to cover up what she had done.

Edér

Race: Meadow Folk

Class: Fighter

Sex: Male

Culture/Faction: Dyrwoodan/Eothasian

Available: Gilded Vale

Age & Appearance: 32 years old, wiry, fair-skinned human with tousled short blond hair, brown eyes, and a light beard.

Description: Optimistic, introspective, troubled, encouraging, sharp, killer instinct.

History

Edér is an Eothasian farmhand from Gilded Vale. He fought for Dyrwood in the Saint's War, but locals question his loyalty because of his faith. His family moved after his brother died in the war, and the hostility continued.

Internal Conflict

Edér does not know what to make of St. Waidwen's death. He wants to know more about what happened in the war and why. He comes to question the nature of the gods and why they do the things they do.

Quest

Fragments of a Scattered Faith

Level: 3

Quest Giver/Location: Eder, Gilded Vale

Description: Edér searches for answers about the circumstances of his brother's death in the Saint's War—specifically, what side he fought on, and why. He begins by wanting to ask Maerwald about it. Then he decides to check the records kept in the ducal palace in Defiance Bay. Then he searches an old battlefield outside Cliaban Rilag for evidence, where he finds an artifact from that time. When he gives it to a cipher (Grieving Mother, Lady Webb, Kurren, or the Mind Hunter in Twin Elms), they are able to divine that his brother fought for Readceras, but not why. Edér gets glum about this.

Grieving Mother

Race: Human

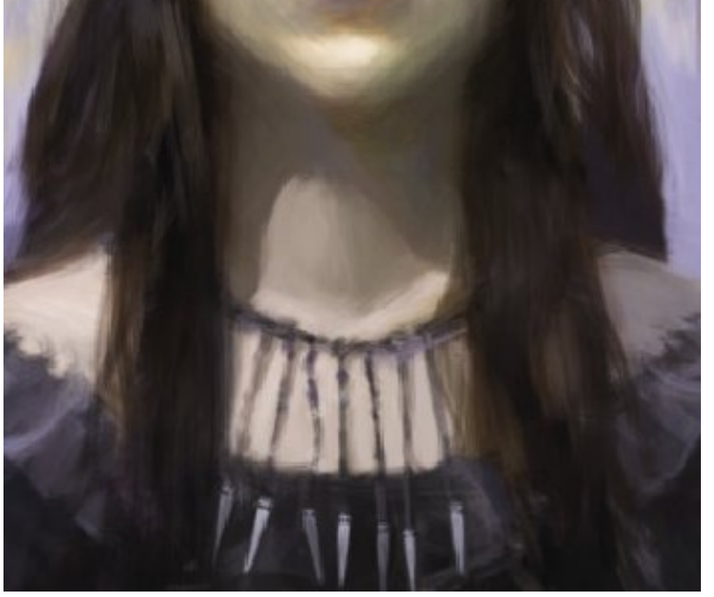
Class: Cipher

Sex: Female

Description: Optimistic, introspective, troubled, encouraging, sharp, killer instinct.

History

The "Grieving Mother" (GM) is a cipher who acted as a midwife in a local community. She was blamed for the births of other Hollowborn children in her community and, specifically, she was punished viciously and unjustly by Durance who saw her as part of the Hollowborn crisis.



The Grieving Mother's powerful cipher abilities cause awareness and perceptions to slide off of her, and she is difficult to recognize. Many simply see her as an unremarkable peasant woman who travels with the party and is not worth addressing.

She sees others through their souls, not their physical appearance. She does not communicate with people in the environment; although she may counsel the player on a course of action she feels strongly about and will warn the player of danger whenever possible. She is strongly motivated to end the Hollowborn crisis (even if it causes other problems), and she believes the Watcher is necessary for this to happen.

She does not blame Durance for the violations that were done to her soul and her body. She does not recognize him when he is in the party, as his soul is different from when they first met. The damage she did to him, arguably in self-defense, was considerable and far outweighed what was done to her.

She is not an anguished figure. In many respects, she is quite serene and calm, even when inflicting harm on another (and she would kill without hesitation to protect her primary goals: ending the crisis and protecting the player). She often prefers to speak through visions rather than words.

Inner Conflict

GM is in a state of deep mourning. Her substantial desire to see her children resurrected may lead her down a dark path.

Quest

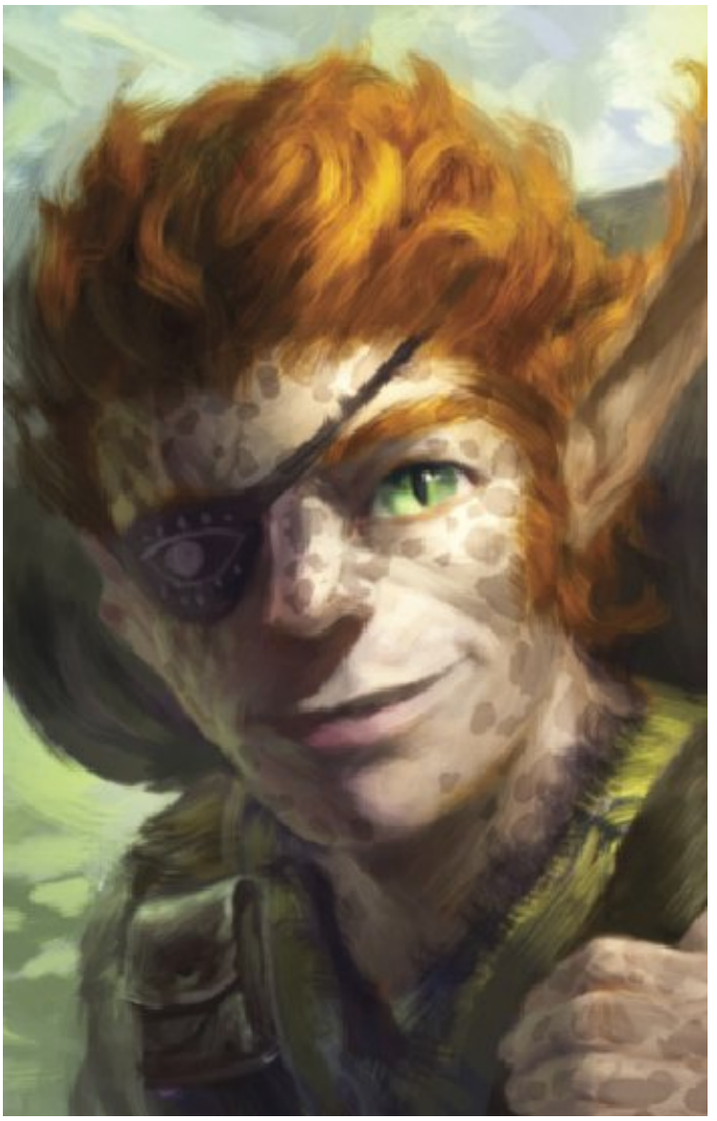
Dream and Memory

Level: 3

Quest Giver/Location: Grieving Mother, Magran's Fork (or wherever she is recruited)

Description: Discover who the Grieving Mother is and what secrets she has by exploring her dreams.

Hiravias



Race: Hearth Orlan

Class: Druid

Sex: Male

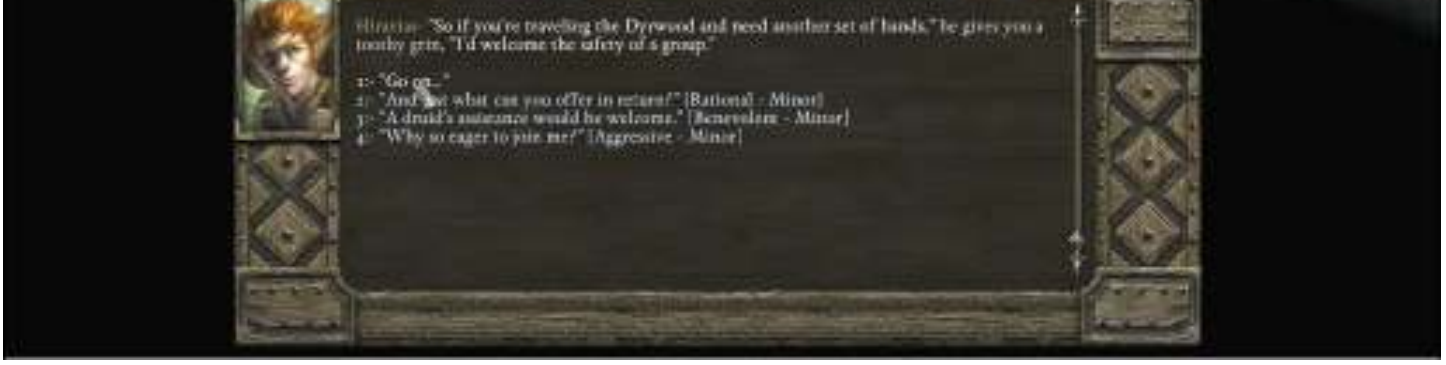
Culture/Faction: Glantfathan

Age & Appearance: 32 years old, middle-aged (for an Orlan), damaged eye and ear, hair a mismatch of autumn colors.

Description: Observant, scholarly, energetic, moody, naturalist, overcompensator-par-excellence.

History

Hiravias is a runty Glanfathan orlan who failed to earn his peers' respect as a hunter and instead chose to become a druid of Galawain. In his quest to learn to shapeshift, he prayed to Galawain and was in turn mauled by an autumn staelgar, which turned out to be his shapeshifting form. This was a bad omen to his tribe and he was cast out. It turns out that he is the owner of one half of a soul that was perfectly cleft in two. The other half was absorbed by a druid in Twin Elms as part of a ritual sacrifice.



Inner Conflict

In wanting to learn more about his form and why he was mauled, he turned away from Galawain and toward Wael. Ultimately, the question is whether he is stronger as a complete person or as a seeker of mysteries that embraces the unknown.

Quest

True To Form

Level: 8

Quest Giver/Location: Hiravias, talk to him about his past via companion conversation (requires attribute checks, can also be unlocked by talking to him long enough).

Description: Hiravias wants to speak to the druids at Twin Elms to see if they know more of his Autumn Stelgaer spiritshift form. After speaking with Tamrwn or Naca in Twin Elms, read the four stone tablets in the Blood Sands cavern. Then travel to Burial Island to face off with a druid that shares Galawain's blessing.

Kana Rua

Race: Aumaua

Class: Chanter

Sex: Male

Culture/Faction: Rauatai

Available: Caed Nua

Age & Appearance: 31 years old, Stocky aumaua with golden skin (white and brown accents) and short copper hair.

Description: Passionate, introspective, open-minded, academic, verbose, gregarious.

History

Kana Rua is traveling the world in search of the ties that bind all cultures to a common past. The civilization of Engwith has become a recent focus for him, and his pursuit of answers has made him a target of Leaden Key agents.

Inner Conflict

Kana wants to learn more about the Engwithan civilization. The more he learns, the more he comes to wonder about the ethics of their choices and practices.

Quest

Time and Tide

Level: 6

Quest Giver: Kana Rua at Stronghold Exterior

Description: Kana Rua, an aumaua from the northern lands of Rauatai, has come to the Dyrwood in search of a sacred text, the Tanvii ora Toha, or Book of Virtues. After a long year's search, he believes that he has tracked the text to a tablet within the buried ruins beneath the keep of Caed Nua. He is eager to explore the ruins.

Pallegina mes Rèi

Race: Godlike [Ocean Folk]

Class: Paladin

Sex: Female

Culture/Faction: Vailian/Ducs Bels

Available: Defiance Bay

Age & Appearance: 26 years old, thin athletic woman with dark brown skin, brown afro, and a mix of avian features.

Description: Determined, clever, bold, devoted, headstrong, impatient.

History

Pallegina's birth nearly killed her mother, earning the perpetual disdain of her father. She came to love her country and worked through great adversity to become a paladin of the brotherhood. She works for the ducs bels of the Vailian Republics as an agent. Her present mission is to protect their trade with Dyrwood, but her well-intentioned disobedience has gotten her into trouble and she is on thin ice with the Vailian government.

Inner Conflict

Pallegina is caught between honoring the wishes of the ducs bels and pursuing the leads she believes will be more beneficial to her country in the long run, which involve learning about animancy.

Quest

The Child of Five Suns

Level: 4

Quest Giver/Location: Pallegina, Ondra's Gift Exterior

Description: Pallegina feels she has been wasting time on trivial tasks in Defiance Bay. She believes there are more serious threats to the Vailian Republics and wants help in pursuing them.

Sagani

Race: Boreal Dwarf

Class: Ranger

Sex: Female

Culture/Faction: Naasitaq

Age & Appearance: 57 years old, sturdy, world-worn, tanned boreal dwarf with black braided hair and black face paint.

Description: Patient, methodical, quiet, warm, practical, good-natured.

History

Sagani was a hunter for her village. By chance, she was chosen to go and find the reincarnation of a village elder named Persoq. Her search, over a great distance, has taken years, but she has tracked Persoq to Dyrwood.

Inner Conflict

Sagani is five years absent from home. Her children are growing up without her. She questions whether she has done right by leaving them for so long for a quest of dubious importance.

Quest

The Long Hunt

Level: 8

Quest Giver/Location: Sagani, Woodend Plains (on recruiting)

Description: Help Sagani find the reincarnation of Persoq by following the trail his soul has left through the Dyrwood.

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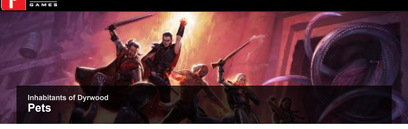

Carefree Pets

Pets are non-combat critters and objects that follow the player in the game. However, they have no effect on or interaction with the rest of the world. Essentially, pets are only cosmetic. They do not interfere with pathing or collision and can't be targeted or draw enemy aggro. The good news is that they can't die and follow the player everywhere.

Inventory Activation

Players activate pets by equipping them in a special slot only available to the player. When the player puts a pet in this slot, the pet immediately appears in the world. Likewise, if the player removes a pet from an inventory slot, the pet immediately disappears. One pet can be swapped for another if the player drops a different pet in that slot.

Pet Types

There are a limited number of pets in the world. They are all received as items. The player acquires them through conversation, shops, containers, and even as unique promotion items.

Wurms

Tiny Obsidian Wurm: Unique Kickstarter reward! Received in inventory during character creation.

Tiny White Wurm: Somewhere on 2nd level of Od Nua. In Wurm hatchery, northeast. There is an egg you can interact with.

Cats

Orange Tabby: "Pumpkin" found near Pumpkin the Kwarg.

Calico: With Maea, the owner/operator of The Salty Mast.

Black: Undead cat with Osirya in Raedric's Hold.

Mix: The Cutest Cat. Hiding in Valtas Manor. Appears after you've completed the Valtas quest.

Dog

Beagle: Brave Derrin's stray, offered after quest is completed.

Small Black Lab: On the upper floor of the Gilded Vale Inn. Ask the innkeeper to acquire it.

Small Yellow Lab: With Eothasian pilgrims in Woodend Plains.

Terrier: With Gordy in Copperlane.

Misc.

Piglet: With Rumbald, the pig farmer in Dyrford.

Space Piglet: Bonus pre-order item.

Tiny Spider: Hiding somewhere in your stronghold.

Tiny Sporeling: With Iswld at Golden Grove.

Tiny Animat: In Claban Rilag, found in a side room/optional area.

Tiny Beetle: With Alarhl, the Glanfathan merchant.

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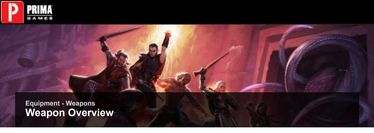

Weapon Overview

Weapon Usage

Weapons are one of the most common, and yet diverse, equipment type. You find them on enemies, in the environment, inside containers, and at stores. There's a variety in each category, which can also be enchanted for extensive modification by players.

Equipped weapons can be organized into specific sets; you can swap out your current weapon(s) for another preselected set. Although you cannot wield these sets simultaneously, you may switch between them (at an animation cost) during combat. This quick swap allows you to change your combat strategy at a moment's notice, perhaps opting for a different damage type in mid-battle. This also lets you switch from melee to ranged weapons, shields to dual wield, and even alter damage type from slash to crush. Always have several sets equipped and swap out when you know the enemy's weakness demands a different approach or if your current gear is simply ineffective in battle.

Weapons are designed to be used by any character and scale proportionally to match the size of the wielder. Similarly, damage does not scale by the size of the wielder, so an Ogan using a pike does the same damage as an Aumaua with the same pike. In simple terms, weapons are not restricted by player class or race. A spindly Wizard can equip a Great Sword. However, there are inherent reasons why a Barbarian is the more advantageous bearer of such a weapon. A character's abilities, spells, and attributes contribute toward their weapon of choice.

Weapon Types

Although weapons primarily differ by their attack speed, damage type, and damage value, all base weapon types also have a property that helps differentiate them more drastically from other weapons.

In addition to the standard versions of weapons, there are also dozens of non-standard generic and unique versions (like a morning star that's inherently more accurate and does more damage). These properties, whether found on an existing unique item or crafted onto an item by the player, are all classified as weapon modifiers ("mods"). This allows weapons to be modified independently of its base type.

The most basic way to broadly separate weapons is by dividing them into melee (hand-to-hand) or ranged types. In general, melee weapons are for characters that engage their enemies face-to-face due to their high defensive and Might attributes. Ranged weapons, on the other hand, are best suited for characters that can fire quickly from a safe distance, allowing them to chip away at enemies or cast spells. Each of these general classifications comes with its own benefits and drawbacks.

Weapon Specialization Categories

While any character can use any weapon, they can also specialize in one of several categories. This weapon focus is part of the Talent system and can be chosen when a character increases in level. A character receives an accuracy increase for each of the weapons in that category. Also, players can choose more than one category. These groups are centered around a "family" of weapons instead of physical type or fighting style. Each contains a slash, pierce, and crush weapon, as well as two ranged weapons. There's overlap in some ranged weapons that ensures every category has the same number of weapons.

- Adventurer - Pollaxe, Estoc, Flail, Wand, War Bow
- Knight - Battle Axe, Sword, Morning Star, Crossbow, War Bow
- Noble - Dagger, Rapier, Mace, Sceptre, Crossbow
- Peasant - Hatchet, Spear, Quarterstaff, Hunting Bow, Blunderbuss
- Ruffian - Sabre, Stiletto, Club, Pistol, Rod
- Soldier - Great Sword, Pike, War Hammer, Arbalest, Arquebus

Weapon Enhancements

To enhance a weapon, you must have the appropriate ingredients in your inventory. These materials may be bought, gathered, looted, or salvaged. During the process, the ingredients are typically used up, but sometimes they are reusable. For recipes like enchantments, the main ingredient is not used up, but is instead improved by the addition of a new bonus.

All enchanting is done using three ingredients: a creature part, a plant/herb, and a gem. The counts of each ingredient may vary, but there are always three ingredients. Additionally, there may be a copper cost that's subtracted directly from your total wealth.

Each enhancement has an associated "cost" value. This is used in the crafting system and when calculating the value of an item in copper pieces (cp). Cost values on mods are added together to derive the cp total and the value does not scale linearly.

Enchanting a weapon can provide a bonus in quality, secondary damage, and slaying capabilities. Each of these has it own advantages and, when combined, it can transform an already good weapon into something quite awesome. Note that a weapon has a limit on mods and can have no more than 1 quality mod, 3 additional mods, and 12 total points of mods.

Enchantments

Name	Effect	Creature Part	Plant	Gem	Cost	Level	Total Crafting Cost
Quality							
Weapon - Accurate 1	+ 4 Accuracy	Xaurip Tongue	Settlers Arrow	Turquoise	100	1	232 cp
Weapon - Accurate 2	+ 4 Accuracy	Drake Talon	Settlers Arrow	Topaz	300	3	910 cp
Weapon - Damaging 1	x1.5 damage	Spear Spider Leg	Pilgrims Crown	Agate	100	1	175 cp
Weapon - Damaging 2	x2 damage	Drake Talon	Pilgrims Crown	Adra	300	3	413 cp
Weapon - Exceptional	+ 2 Accuracy and x1.25 damage	Vithrack Brain	St Gyrans Horn	Ruby	2100	8	3110 cp
Weapon – Fine	+ 8 Accuracy and x1.5 damage	Ooze Plasma	Pilgrims Crown	Garnet	600	4	723 cp
Weapon – Superb	+ 12 Accuracy and x1.75 damage	Sky Dragon Eye	Admaths Wyrl	Sapphire	4500	12	5620 cp
Secondary Damage							
Weapon – Burning	+25% Burn Damage	Primal Flame	Dyrcap	Agate	100	1	225 cp
Weapon – Corrosive	+25% Corrode Damage	Primal Rock	Blood Moss	Jasper	100	1	145 cp
Weapon – Freezing	+25% Freeze Damage	Primal Wind	Skaenbone	Turquoise	100	1	232 cp
Weapon – Shocking	+25% Shock Damage	Primal Water	Golden Celery	Agate	100	1	225 cp
Slaying							
Weapon - Slaying Beast	+5 Accuracy and x1.25 damage against Beasts	Wurm Wing	Beraths Bell	Moonstone	300	3	395 cp
Weapon - Slaying Kith	+5 Accuracy and x1.25 damage against Kith	Vessel Flesh	Beraths Bell	Moonstone	300	3	435 cp
Weapon - Slaying Primordial	+5 Accuracy and x1.25 damage against Primordial	Ooze Plasma	Beraths Bell	Moonstone	300	3	445 cp
Weapon - Slaying Spirit	+5 Accuracy and x1.25 damage against Spirit	Spirit Residue	Beraths Bell	Moonstone	300	3	445 cp
Weapon - Slaying Vessel	+5 Accuracy and x1.25 damage against Vessel	Binding Copper	Beraths Bell	Moonstone	300	3	335 cp
Weapon - Slaying Wilder	+5 Accuracy and x1.25 damage against Wilder	Ogre Blood	Beraths Bell	Moonstone	300	3	445 cp

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Melee Weapons
Introduction

Melee Weapons

Melee weapons have the largest and most diverse selection. Sub-categories are broken up by damage type, which is one of the major considerations when choosing one over another. In the field, weapon choice is generally guided by the damage resistances of the enemy.

We've provided a list of each damage type and the weapons that fall into that category. Within each category, there are always two fast weapons, two standard one-handed weapons, and a pair of two-handed weapons. Fast weapons always do the lowest per-hit damage, while two-handed weapons always do the highest. Between categories, base statistics for the same type of weapon are largely the same. For example, the two-handed weapons (such as Great Sword, Pike, and Quarterstaff) all do comparable damage per hit and at the same speed because they are primarily differentiated by their damage type.

Slash

Dagger -A broad-bladed short melee weapon.

Bonus: Increased Accuracy (Fast)

Sabre - Curved, single-edged mid-sized sword.

Bonus: Inflicts DoT effect

Great Sword - Broad-bladed two-handed sword.

Bonus: Best of Slash/Pierce

Hatchet - Small woodcutter-style axe.

Bonus: Deflection bonus

Battle Axe - Mid-sized traditional "bearded"-style axe.

Bonus: Increased Critical damage.

Pollaxe - Long pole weapon with axe blade and opposed hammer head.

Bonus: Best of Slash/Crush

Pierce

Stiletto - Thin-bladed stabbing melee weapon.

Bonus: Negates DT (Fast)

Sword - Single- or double-edged mid-sized straight sword. Bonus: Best of Slash/Pierce.

Estoc - Narrow-bladed two-handed piercing sword.

Bonus: Negates DT

Rapier - Narrow-bladed mid-sized stabbing weapon.

Bonus: Increased Accuracy (Fast)

Spear - Single-handed stabbing pole weapon.

Bonus: Increased Accuracy

Pike - Two-handed stabbing pole weapon.

Bonus: Increased Reach

Crush

Club - Short cudgel, light enough to be (and look) fast.

Bonus: Increased Accuracy (Fast)

Mace - Mid-sized flange-headed crushing weapon.

Bonus: Negates DT

Morning Star - Two-handed spiked head on a pole.

Bonus: Higher Interrupt

Flail - Short-handled ball-and-chain weapon.

Bonus: Negates Deflection bonuses (Fast)

War Hammer - Gothic-style hammer-and-spike mid-sized weapon.

Bonus: Best of Pierce/Crush

Quarterstaff - Two-handed wooden shaft weapon, swung like an axe.

Bonus: Increased Reach

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Melee Weapons
Daggers

Broad-bladed short melee weapon.

Bonus: Increased Accuracy (Fast)

Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

Daggers are among the most common personal weapons found in the Dyrwood. Whether simple or ornate, all daggers are fast and dangerous in the hands of skilled wielder.

Fine Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Aattuuk

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Predatory: +10% of Hits converted to Crits

Value: 605cp

A blade of Enutanik origin, Aattuuk (“Skinning Knife”) was a gift passed from mother to daughter, used to remove hides from various hardy creatures of the tundra. It is precisely designed to pierce vulnerable joints and cut deeply and cleanly into flesh, making it a fearsome weapon against less traditional game, as well.

March Steel Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Speed: x1.2 Attack Speed

Value: 500cp

This dagger is of a fine make; the steel is strong and even, tapering to a razor-sharp blade. The seal on the pommel marks this as a weapon forged by the Crucible Knights.

Semper’s Faithful Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Drawn in Spring

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Superb: +12 Accuracy, x1.45 All Damage

Wounding: x0.2 Damage inflicted Over Time

Value: 805cp

A legend of the Living Lands speaks of a marvelous and dangerous garden watched over by four guardians—Northern Wind, Southern Gale, Western Sun, and Eastern Moon. To protect the garden from those who would disturb its wonders, and to protect hapless wanderers from the ravenous beasts and carnivorous plants within, the guardians diverted travelers with their respective domains—frigid and buffeting winds, glaring daylight, and the darkness of night. Three would stand alert each season while one guardian rested. It is said that Western Sun summoned Drawn in Spring each year after awakening from winter slumber.

Engwithan Dagger

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

This dagger is engraved with symbols and runes. Despite its age, it appears to be in excellent condition.

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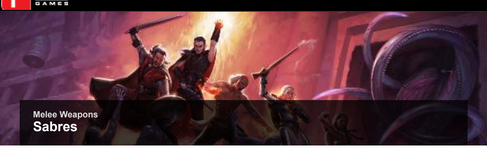

Melee Weapons

Sabres

Curved, single-edged mid-sized sword.

Bonus: Inflicts DoT effect

Sabre

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Value: 5cp

Sabres are curved, single-edged swords capable of inflicting severe wounds. Though they are less effective against armor than standard swords, they are deadly against unarmored enemies.

Fine Sabre

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Sabre

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Resolution

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Annihilation: +0.5 to Crit Damage multiplier

Fine: +4 Accuracy, x1.15 All Damage

Reliable: +10% of Grazes converted to Hits

Value: 605cp

It has been alleged that the sabre Resolution can be traced back to an ancient line of warriors predating the formation of the Aedyr Empire, though the legitimacy of the claim has always been in dispute. What is known is that the sabre has been passed down through generations of Yerwood erls, having accompanied them across the sea during the colonization of the Dyrwood. The sabre was held as a symbol of their noble lineage, and most formal portraits of the family include the blade in some respect.

It was the youngest of the line who endeavored to repair the weapon so that it might serve more than ornamental purpose. The blade was reforged into a weapon that struck hard and true, and the young erl wielded it during his efforts to reclaim the keep of Caed Nua, traditional stronghold of the Erl of Yerwood. Both sword and bearer were lost, never to be seen again.

Several missions were undertaken to retrieve the weapon when the War of Defiance arose, but none met with any success.

Purgatory

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Draining: 20% of Damage restored as Endurance

Annihilation: +0.5 to Crit Damage multiplier

Value: 805cp

In a monastery overlooking Coldflow Lake from the foothills of the White March, there once resided a clandestine order of monks known as the Thousand Dreams. Through a powerful form of pain-induced meditation, these monks were able to walk through their past lives as though they were dreams. Each traversed these memories in ultimate hopes of achieving complete understanding of his or her soul's identity. They believed that after experiencing one thousand lifetimes, total enlightenment could be attained.

Greatest of their sect was Rl Golan, who had an ancient soul and was said to have walked more lifetimes than any other. But when she came to the end of all her lifetimes and found there was no more to experience, it became clear that she would never come to know herself completely, for there was simply not enough to learn from.

Unable to accept this fate after her endless trials, Rl Golan sought a way to take the experiences of others for her own, that she might reach one thousand lifetimes yet. She channeled her unquenchable hunger into her favorite sword, and it became an instrument of her will. With it, she claimed many lives in the surrounding area. Each drop of blood on her blade was a new experience, each killing blow a new lifetime for her to claim.

When the rest of the Thousand Dreams came to learn of her actions, they banded together and confronted Rl Golan upon her return to the temple. In the end, amid a courtyard of slain monks, she did indeed come to understand her soul, and it is said that among the many experiences contained in the blade are all those of Rl Golan herself.

The blade itself is a simple sabre with a worn leather grip and an inset ebony hilt. The sword becomes hot to the touch when its wielder's foes are vanquished.

Sword of Prix

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

The Flames of Fair Rhîan

Interrupt: 40 (Average)

Damage: 12-18 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Major Spellbind: Fireball: Grants Fireball. Summons a flaming ball of molten earth that explodes at a targeted location, causing Burn damage to all in the area of effect.1 per rest

Speed: Fast

Range: 20m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: AoE: 25-35 Burn vs. Reflex (+15 Accuracy)

Burning Lash: +25% Burn Damage

Value: 805cp

This sabre has posed a mystery to historians and weaponsmiths for two centuries. It was recovered from an Engwithan ruin, but almost all experts agree that it is far younger than any of the artifacts left by that ancient civilization. Yet no one has been able to explain the runes on the blade, which are unmistakably Engwithan. The one fact on which all have agreed is that it is a formidable, if poorly-understood, weapon.

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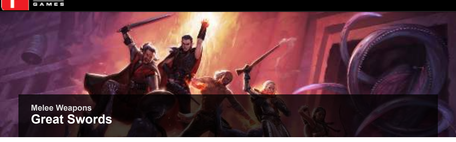

Melee Weapons

Great Swords

Broad-bladed two-handed sword.

Bonus: Best of Slash/Pierce

Great Sword

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Value: 10cp

The great sword is renowned for its ability to cause deadly wounds even against terrible beasts. Though it is a relatively slow weapon and requires the use of both hands, it is truly devastating when used by a skilled warrior.

Fine Great Sword

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Great Sword

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

The Temaperacl

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Corrosive Lash: +25% Corrode Damage

Overbearing: Crits can inflict Prone

Value: 1210cp

Tidefall

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Draining: 20% of Damage restored as Endurance

Wounding: x0.2 Damage inflicted Over Time

Value: 2010cp

Rautai harbormaster tired of officiating disputes between the various sailors, merchants, and pirates that daily made use of his port. The rowdy visitors caused trouble with the locals and with each other, leaving the harbormaster forever cleaning up their messes.

He was large, even for an aumaua, but soft-spoken. So he commissioned a local smith to forge the kind of sword that would do the talking for him. He took to patrolling the docks with it, relying on his own towering presence and his formidable blade to silence most arguments. He issued a mandate that any visiting sailors at port that did not conduct their business peaceably and depart with the tides would find themselves subject to his own mercenary justice. Disagreements were settled quickly and quietly after that.

Gilt Blade of Lorn

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

The Hours of St. Rumbalt

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Annihilation: +0.5 to Crit Damage multiplier

Overbearing: Crits can inflict Prone

Accurate 3: +12 Accuracy

Value: 1410cp

Saint Rumbalt was among the first of the Eothasian pilgrims to take up the Emperor's offer of resettlement in the distant territory of Readeraas. A dedicated priest of the Shining God, Rumbalt was regarded as a leader in his community, known both for his unwavering dedication to his congregation and his stern vigilance against lapses in doctrine. What survives of his sermons reflects this duality, for he emphasized the redemptive power of the faith even as he warned against the dire punishments awaiting those who rejected Eothas' beneficence.

The colonization efforts brought Eothasian settlers into direct conflict with the native orlan populations, and Rumbalt was among those credited with routing several brutal attacks upon the settlement. Ultimately, however, Rumbalt was mortally wounded during a violent raid. Witnesses claimed that upon the moment of his death, Rumbalt's body was suffused by an overwhelming burst of light, knocking the remaining orlan warriors flat or else scattering them back into the forest.

Accounts arose of Rumbalt's final hours, describing the great miracles which were observed to have occurred during the day preceding his death. Eothas, it was said, had informed Rumbalt of his fate, and the priest accepted this gladly and without fear, for he knew that death was only the first step in his rebirth. He subsequently marked each of his final 27 hours with a miraculous act, such that his congregation would know of the gift Eothas had bestowed upon him, and continue Rumbalt's work in his stead.

Rather than stanch the flow of Eothasian settlers, Rumbalt's death only encouraged more pilgrims to venture across the sea, eager to set their eyes upon the final resting place of Eothas' favored servant. The Hours of Saint Rumbalt was forged in dedication to this patron saint of the resettlement, and its blade is inscribed with markings counting the 27 hours before Rumbalt's passing. In such manner was the blade imbued with the saint's power. It was said that a man might kneel before the sword and know with precision the moment of his death.

Justice

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Crushing Lash: +50% Crush Damage

Value: 810cp

This sword was once used by a paladin as an executioner's blade during a long-forgotten crusade. Over the years the paladin slew countless heretics, but as time wore on his fervor slowly turned to fear at the unending evil he saw growing in his homeland. Tired of the myopic and ineffective approach of his superiors, the paladin swore to cleanse the corruption from the hearts of his people and took it upon himself to execute any who consorted with heathens. After finding a heretic hiding within a small village, the paladin put all its inhabitants to the sword for aiding the sinner. That night the paladin woke to his sword being driven through his own chest, having been betrayed by his own men, who were guilt-ridden for their own complicity in his atrocities.

This large sword seems to be covered in rust, but on closer inspection the brown stains on the blade are, in fact, dried blood. Apart from the size, the sword seems plain, its only ornamentation is hidden under the black leather wrapping on the ricasso, where an image of Woedica has been etched. Scratches on the etching indicate that someone once tried to clumsily remove it.

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Melee Weapons
Hatchets

Small woodcutter-style axe. (Fast)

Bonus: Deflection bonus

Hatchet

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Interfering: +5 Deflection

Value: 5cp

Small and swift, the humble hatchet is extremely common in the Dyrwood, both as a woodsman's tool and a hunter's weapon. Much smaller than a true battle axe, the hatchet's great speed allows its wielder to strike many blows in a short time.

Fine Hatchet

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Interfering: +5 Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Hatchet

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Interfering: +5 Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Hearth Harvest

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Interfering: +5 Deflection

Burning Lash: +25% Burn Damage

Fine: +4 Accuracy, x1.15 All Damage

Value: 405cp

This hunting hatchet has a leather-wrapped wooden handle and a silvered blade covered in finely etched flames. When the blade is coated in the blood of prey—or an opponent—the etchings glow a fiery gold, roaring to life. Even at rest, the hatchet smells faintly of smoke and charred flesh.

Rêghar Konnek

Interrupt: 30 (Weak)

Damage: 8-12 Slash vs. Deflection

Interfering: +5 Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Slaying (Hominid): +5 Accuracy against Human, x1.25 Damage against Human, +5 Accuracy against Elf, x1.25 Damage against Elf, +5 Accuracy against Dwarf, x1.25 Damage against Dwarf, +5 Accuracy against Godlike, x1.25 Damage against Godlike, +5 Accuracy against Orlan, x1.25 Damage against Orlan, +5 Accuracy against Aumaua, x1.25 Damage against Aumaua

Speed: x1.2 Attack Speed

Predatory: +10% of Hits converted to Crits

Value: 1105cp

After enduring a series of xaurip raids, a small Glanfathan clan near Maiden Falls requested aid from the legendary scouts of the Fisher Crane tribe of Thein Bog. Such was the cunning of the scouts that they ambushed the xaurips in their own caves. One of the quickest orlan warriors slaughtered the xaurip chieftain with his own hatchet, naming it Rêghar Konnek ("Clever Cutter") in honor of the victory.

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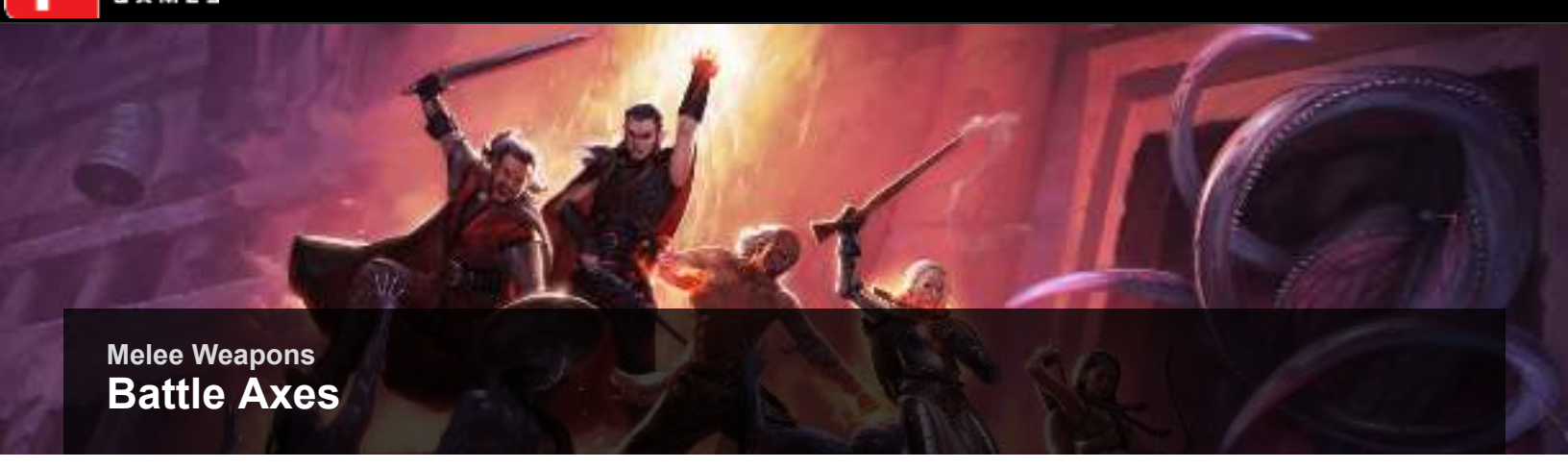

Melee Weapons

Battle Axes

Mid-sized traditional “bearded”-style axe.

Bonus: Increased Critical damage

Battle Axe

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Value: 5cp

Capable of delivering powerful blows from their broad, curved blades, battle axes are commonly used by soldiers throughout the Dyrwood and Eir Glanfath.

Fine Battle Axe

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Battle Axe

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Value: 405cp

Rimecutter

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Accurate 3: +12 Accuracy

Freezing Lash: +25% Freeze Damage

Value: 505cp

Merchants claim that this axe hails from the White that Wends, the foreboding, icy homeland of the pale elves. It does bear the same qualities of its homeland, for the blade is coated in a perpetual layer of frost and emanates a deathly cold. For all that, the head of the axe is surprisingly light, making it maneuverable and easier to control after a swing.

Edge of Reason

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Superb: +12 Accuracy, x1.45 All Damage

Draining: 20% of Damage restored as Endurance

Value: 805cp

Edge of Reason belonged to a barbarian from the Deadfire Archipelago, who loved the rush of battle. Each strike against his opponents renewed his strength, and each victory only whetted his hunger for further bloodshed. He killed his foes slowly, relishing the ebb and trickle of their life and drawing might from their terror. He grew bolder and more reckless, surrounding himself with enemies to feed upon their collective vulnerabilities. Eventually, he found himself overwhelmed by a mob of combatants, and not even his furious attacks were sufficient to sustain him.

Silver Crow Axe

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Value: 405cp

We Toki

Interrupt: 40 (Average)

Damage: 11-16 Slash vs. Deflection

Bonus Crit Damage: +0.5 to Crit Damage multiplier

Exceptional: +8 Accuracy, x1.3 All Damage

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Piercing Lash: +25% Pierce Damage

Value: 805cp

Hailing from the lands of Rauatai, We Toki (or Water Axe) is covered in traditional, spiraling symbols for water and the sea. Aumaua craftsmen sought to instill the axe with the same power of a rolling wave, striking foes with sudden, fearsome force. When the axe is swung, it is said, the twisting symbols undulate like the waters of the Great Eastern.

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Melee Weapons

Pollaxes

Long pole weapon with axe blade and opposed hammerhead.

Bonus: Best of Slash/Crush

Pollaxe

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Value: 10cp

The versatile pollaxe is a powerful and flexible weapon
that can deal devastating blows even against a fully-armored opponent. Its straight-bladed axe head is opposed by a hammer, allowing the wielder to switch between different damage types as circumstances require.

Fine Pollaxe

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Pollaxe

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Traitors' Merit

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Vicious: x1.2 Damage against Prone, Stunned, Flanked enemies

Predatory: +10% of Hits converted to Crits

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 1610cp

Once owned by an Aedyran lord named Ygendurl, Traitors' Merit earned its title during the War of Defiance. Ygendurl's troops, beaten and shattered by Hadret's forces, knew they were on the losing side of the war. Ygendurl called for parley and struck an accord—his soldiers would take up arms for Hadret in return for clemency. Ygendurl then turned his weapon and his remaining forces upon his former allies, flanking them as they focused their attention upon Hadret. Caught unawares, the Imperial forces suffered terrible losses during the ensuing chaos.

Despite his efforts, neither Ygendurl nor his troops lived to see the end of the war. His infamy, however, survives, and he is not fondly remembered by those on either side of the conflict.

Spectacular Spetum

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Marking: +10 Accuracy granted to an ally attacking the same target

Guarding: +10 Accuracy against Disengaging enemies

Value: 1210cp

Half-Mast

Interrupt: 50 (Strong)

Damage: 14-20 Slash/Crush (Best) vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Overbearing: Crits can inflict Prone

Value: 1610cp

Alegendary Aumauan sailor traveled the world, seeking adventures and treasures on every continent. In the Living Lands, he found the oldest tree on the world, a towering specimen that rose into the clouds and spread its branches over miles. Against the warnings of his crew, he took a branch, determined that it should be the mast of his ship. Months later, the ship was found broken and beached in northern Aedyr with no sign of the crew. Only the mast was intact, and it was whittled down and fitted with a blade.

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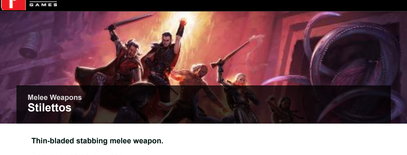

Melee Weapons
Stiletto

Thin-bladed stabbing melee weapon.

Bonus: Negates DT (Fast)

Stiletto

Interrupt: 40 (Average)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Value: 5cp

Stilettos are similar to daggers, but differ subtly in their shape and function. Made for penetrating armor, stilettos feature a stiff piercing blade that resembles a shrunken estoc's. Though they are not powerful weapons, they can strike deadly blows rapidly against a lightly-armored opponent.

Fine Stiletto

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Stiletto

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Azureith's Stiletto

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Minor Spellbind: Jolting Touch: Grants Jolting Touch. A bolt of electricity jumps from the caster's fingers to the nearest enemy, and then to the next nearest, causing decreasing amounts of Shock damage. 3 per rest 2m Jump

Area of Effect: Target + 2 Foe Jump Targets

Interrupt: 40 (Average)

Effects: Target: 55-75 Shock vs. Deflection (+15 Accuracy)

Jump Targets: 41-56 Shock vs. Deflection (+15 Accuracy)

Value: 205cp

The War of Black Trees brought hardship and suffering to many Glanfathans, but it bore special tragedy for its druidic orders, who were forced not only to endure the deaths of many friends and kin, but also the destruction of the lands they revered above all else. Among these was Azureith, a young Ovate.

Deeply troubled by the use of the elements to turn nature against the people of Eir Glanfath, and wondering if he was seeing the last days of his people, Azureith took to walking the endless stretches of burned-down forests in search of something, anything, that might signal a reason to hope. He found it in an old ironwood tree, thick and gnarled with roots that ran in waves through the ground as though they'd been woven there. It stood as it always had, though singed well up the side of its trunk now, while everything around it had been incinerated by the soldiers of Dynwood, leaving a wasteland a thousand acres in every direction.

Azureith plucked a single branch from the old tree (making sure to express his profound gratitude). An accomplished organic artificer, Azureith reshaped the branch into a blade that would rival any made in a forge. He infused it with the strength of the elements, vowing never again to be at their mercy, and resolving that if the tree could endure, so, too, could he.

In his hands, the blade would find its way into the hearts of many soldiers, who stood at the edge of forests with torches and barrels of pitch, and by the war's end, he had saved many forests from the flame.

When his years were drawing to a close, Azureith made a final pilgrimage back to the old ironwood tree, which still stood, and he laid the knife at its base, to be taken up by someone else in need of inspiration in dark times. On his way there, he was pleased to see that beneath the ashes that covered the forest floor, new life had begun to spring.

Azureith's Stiletto is unusual as the entire weapon is dark red-brown wood, even the blade. The magic used in its creation hardened and protected the wood, preventing it from chipping or warping. Dark green vines and leaves sprout from it and wrap themselves around the hilt to form the grip.

Oidhreacht

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Damaging 1: x1.15 All Damage

Value: 305cp

Oidhreacht once belonged to a prominent military instructor in the capital city of Aedyr. The instructor was a cipher whose gifts were seldom used by his empire, and he grew frustrated at his superiors' inability to see the potential of ciphers to perform key missions that no other force would be capable of. He began making his opinion known, and over time the opinion became more subversive and radical, until at last his unsanctioned activities got him charged with treason.

The officer and crew that came to detain him, however, underestimated him as much as the empire had, and with only this blade and the talents of his mind, he slew his would-be captors. He fled the city and embarked on a life as a duelist, obsessed with proving his potential to any who would question it. In the end, his life ended in the manner that the lives of duelists typically do, and the potential he often spoke of would remain just that.

The knife still bears his psychic imprint, and the wielder will often get flashes of the maneuvers the original owner performed in order to deliver the killing blow to his opponent. Some regard this as a curse, but many find value in it, and use such experiences to better realize the knife's potential.

Were it not for evidence of heavy use about the handle and pommel, Oidhreacht would seem new, its cutting edge perfectly beveled and honed without a single nick along its length.

Misery's End

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Vicious: x1.2 Damage against Prone, Stunned, Flanked enemies

Accurate 2: +8 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Value: 605cp

Forged and enchanted at the request of a lackluster assassin, Misery's End signaled the start of a successful and lucrative career in contract killing. The honed blade, it was said, could slip so easily and effectively into a sleeping man's spine that he would stumble into a new life none the wiser. The happy assassin might still be in possession of the stiletto if not for a loose tile on the roof of the home of his last target. A 30-foot fall and a cobblestone road heralded the end of his illustrious career.

Bleak Fang

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Spell Striking: Touch of Rot: Grants Touch of Rot. Druid's hands emanate decay, causing immediate Corrosive damage and then more damage over time to any in the area of effect.

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 18-26 Corrode, 21.3 Corrode Damage over 8 sec vs. Fortitude (+10 Accuracy)

Corrosive Lash: +25% Corrode Damage

Value: 905cp

Naasitaqi huntress was tracking game with the other wives of her tribe when a terrible blizzard separated her from the rest of the party. Starving and nearly snowblind, she ate the leather of her gloves to fill her belly while she searched for food. As her strength was fading, she came upon the corpse of a caribou, frozen and half-gnawed by arctic foxes. She ate her fill and, exhausted, fell into a deep sleep.

When she awoke, she saw the fingers of her left hand stricken with a numbing corruption. As she journeyed back in the direction of her village, she watched the corruption spread along her knuckles and across her hand. Unwilling to succumb to it, she took her stiletto and cut off her hand at the wrist.

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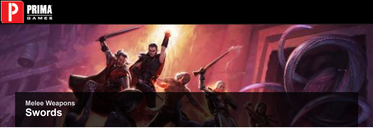

Swords

Single- or double-edged mid-sized straight sword.

Bonus: Best of Slash/Pierce

Sword

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Value: 5cp

Whether single- or double-edged, swords are always straight-bladed, one-handed weapons that can be used to cut or thrust at an enemy. In some circumstances, swords lack the raw slashing power of sabres, but they are more flexible against a variety of armor types.

Fine Sword

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Sword

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Lyssandra's Blade

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Darcozzi Paladini's Longsword of In'claene

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Whispers of Yenwood

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Slaying (Spirit): +5 Accuracy against Spirit, x1.25 Damage against Spirit

Of Will -3: -3 Will

Value: 405cp

Its blade covered with graceful Glanfathan engravings, Whispers of Yenwood was once the sword of the first Roadwarden of Caed Nua.

When the Ert of Yenwood appointed Cafed Eodhart, the young lord feared the spirits that were rumored to dwell under the young castle's foundation. He spent a sizeable sum to have the black Ymyran steel blade forged, shipped to the Eastern Reach for engraving by the ert's Glanfathan slave artisans, and enchanted in New Dunryd.

Cafed is known to have used the sword in the Battle of Old Geiran and to help the neighboring Raedrics suppress an uprising in Gilded Vale, but there is no recorded use of it in Caed Nua.

Over time, Cafed began to believe that the sword had been cursed by the Glanfathan artisans who decorated it. He confided in those close to him that he thought the spirits of the dead were speaking to him through the blade while he slept.

One evening, against the pleas of his wife and soldiers, a maddened Cafed carried the sword deep into the misty woods of Eir Glanfath. His body was never recovered, but the next Roadwarden the ert assigned to Caed Nua found it waiting for him on the throne in the keep's great hall. None of the soldiers could explain how the sword had appeared there. No Roadwarden has carried the sword since that day.

Sheathed in Autumn

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Guarding: +10 Accuracy against Disengaging enemies

Freezing Lash: +25% Freeze Damage

Value: 1005cp

Alegend of the Living Lands speaks of a marvelous and dangerous garden watched over by four guardians—Northern Wind, Southern Gale, Western Sun, and Eastern Moon. To protect the garden from those who would disturb its wonders, and to protect hapless wanderers from the ravenous beasts and carnivorous plants within, the guardians diverted travelers with their respective domains—frigid and buffeting winds, glaring daylight, and the darkness of night. Three would stand alert each season while one guardian rested.

It is said that Northern Wind left this sword sheathed in the mountain snows each year during its autumn respite.

Shame or Glory

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Valiant: +10 Accuracy when below 50% Endurance, x1.2 Damage when below 50% Endurance

Marking: +10 Accuracy granted to an ally attacking the same target

Fine: +4 Accuracy, x1.15 All Damage

Value: 605cp

A gift given to a young soldier before he left to fight in the war of Black Trees, this blade earned its name through the efforts of its bearer. The gilded sword was a common sight on the battlefield, held aloft in challenge once the soldier spotted a target. His fellows would converge upon the foe, and time and time again they found victory.

Such was the sword's influence upon the morale of the troops that on the occasion that the soldier nearly succumbed to a hail of Glanfathan arrows, prompting a swift retreat, a frustrated commander decided that the sword should have a new name—for it seemed to be what determined if they achieved shame or glory.

Cat's Claw

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Rending: 5 DR bypass

Value: 605cp

A knight once roamed the Living Lands in pursuit of adventure. Though few knew his name, all recognized him by his blade, a graceful weapon fixed to a lion's head pommel and a crossguard shaped like rending claws, and by the black cat that followed at his heels. While some believed the cat to be the knight's companion and familiar, others claimed that she was a spiritshifted druid, who had forged the knight's sword with a piece of her essence. The blade, long and slender, was said to slash at the soul of the knight's opponents.

Last Blade of the White Forge

Interrupt: 40 (Average)

Damage: 11-16 Slash/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Speed: x1.2 Attack Speed

Value: 705cp

The famed White Forge of Durgan's Battery produced some of the greatest weapons and pieces of armor known in the Eastern Reach. The White Forge's dwarven smiths carefully guarded the secret techniques they used to craft Durgan Steel, legendary for its strength, flexibility, and ability to hold sharp edge. When Durgan's Battery was overrun by an unknown force, the fires of the White Forge went dark and the secrets of Durgan Steel died with its smiths.

The owner of this sword was an orlan from Twin Elms, who claimed he found the naked blade near the skeleton of a dwarf in the foothills near Stalwart. Many were skeptical of his claims that it was a Durgan Steel blade, but it bore the maker's mark of the White Forge. The orlan had artisans from the Fisher Crane tribe create a guard, grip, and pommel to dress the blade, resulting in its unusual appearance.

The proud owner's luck did not last long. He went missing somewhere near Elmshore shortly after receiving his finished sword. Many locals believed that he had been killed for his prize, but neither he nor his weapon were ever seen again.

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Melee Weapons

Estocs

Narrow-bladed two-handed piercing sword.

Bonus: Negates DT

Estoc

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Value: 10cp

These long, two-handed swords are easily distinguished from greatswords by their narrow, spike-shaped blades. Estocs are not commonly used by warriors in the Dyrwood, but their value against heavily-armored opponents is undisputed.

Fine Estoc

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Estoc

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

The White Spire

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Freezing Lash: +25% Freeze Damage

Minor Spellbind: Blizzard: Grants Blizzard. Conjures a violent storm of ice and snow, slowing inflicting Freeze damage upon any in the area of effect and slowing their Attack Rate. 3 per rest

Range: 15m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: AoE: 30-50 Freeze, x0.2 Attack Speed for 10 sec vs. Reflex (+15 Accuracy)

Value: 1210cp

The White Spire was found among the possessions of a member of the order of Bleak Walkers, though it seems to have predated her. The spiraling engravings upon the blade are flanked by small, finely etched symbols of binding and enchantment, which might be credited with the permanent chill of the metal, and the thin dusting of frost upon the estoc's hilt.

Blade of the Endless Paths

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Superb: +12 Accuracy, x1.45 All Damage

Speed: x1.2 Attack Speed

Marking: +10 Accuracy granted to an ally attacking the same target

Value: 2210cp

An Aedyran explorer once heard a legend of an Engwithan tomb filled with the dead empire's greatest treasures. Dead-set on making a name and a fortune for himself, he had one of the finest smiths in the Dyrwood craft a blade worthy of his task.

He descended into a place known as the Endless Paths of Od Nua and was never heard from again. His possessions were scattered by the strange evils that dwelled within, and his priceless blade was shattered.

Drake's Bell

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Slaying (Wilder): +5 Accuracy against Beast, x1.25 Damage against Beast

Slashing Lash: +25% Slash Damage

Value: 1610cp

The Drake's Bell was commissioned by Lord Saelfor, a young and enthusiastic novice in the Society of the Talon. The Society of the Talon was enjoying renewed popularity after the discovery of dragon nests in the northern coasts of the Dyrwood, and Saelfor was determined to prove himself a stalwart hunter of beasts. He tasked the family smith with providing him with a blade as impressive in size and bearing as in purpose. The smith delivered the Drake's Bell—an estoc intended to cleave through the hide of even the hardiest of beasts.

Saelfor found his interest in the hunt waning swiftly after a few close encounters with wurms, but he donated the Drake's Bell to the Society in thanks for their tutelage. In the hands of skilled men and women, the weapon proved invaluable, and the distinctive sound of its blade striking scales earned it its new title.

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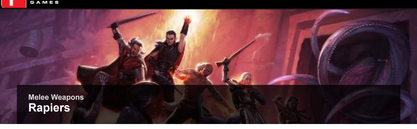

Melee Weapons
Rapiers

Narrow-bladed mid-sized stabbing weapon.

Bonus: Increased Accuracy (Fast)

Rapier

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Value: 5cp

Light and fast, rapiers are precise weapons favored by urban duelists. They are not known for being especially powerful, but a skilled wielder can rely on rapiers to accurately land blows.

Fine Rapier

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Rapier

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Vierina's Leaves

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Superb: +12 Accuracy, x1.45 All Damage

Vicious: x1.2 Damage against Prone, Stunned, Flanked enemies

Value: 805cp

Readceran fairy tale tells of a blacksmith who was traveling through the woods on his way home from a distant village. The wheel of his wagon broke and he had to make camp and repair it. During the night, a pack of hunting stelgaers ventured into his encampment, and he hid among the trees. Just as one of the beasts picked up his scent, a delemgan stepped out of the copse and in front of the blacksmith.

The stelgaers soon lost interest, and when the blacksmith had recovered from his terror, he thanked the delemgan; Vierina, and begged to know how he could express his gratitude. Thrice she bade him forget about her and continue on his way, but seeing the man's zeal, she finally relented.

"Enemies encroach on my wood," she said. "Bring me a means of defending it." The blacksmith swore that he'd return with a worthy gift and so departed. Weeks later, he forged a dagger and sought her in the forest. She saw the gift and smiled sadly.

"A noble attempt, yet I fear it would do little to clear the foes that spring up in my midst. Please, return home and know that you have my thanks for your efforts." But the blacksmith shook his head and, over her protests, promised to bring her a suitable gift.

After months behind the forge, he'd crafted several fine battle axes, and he brought the best of these to Vierina. Even her graciousness did not conceal the horror on her face. "Surely my enemies would seize this and turn it against me and my forest. Please, go to your village and forget about this." But, deaf to her objections, he vowed to try again.

So the blacksmith devoted a year to crafting the finest, sharpest spearheads any had seen. People came from near and far to purchase the very weapons that he had crafted, finished, and deemed unworthy of Vierina. And as his reputation grew, so did the village around him. After a year of labor, he returned to the forest with the finest spear any had ever seen. The wilds seemed to have dwindled, and finding her was no easy task. When he eventually did, he presented the spear. "A weapon worthy of you," he said. "Long enough that none may snatch it from your grasp."

But she recoiled from the wooden pole. "I could not defend myself with the bones of my own felled trees. I beg you, go and do not return." Yet the made an oath to bring her a final gift to fit her purposes.

After years of work, he crafted the finest rapier in the land, its blade as narrow and fine as a needled leaf. In that time, the sale of his lesser attempts had made him a wealthy man, and his village had grown to a small city. When he returned to the forest a final time, he hardly recognized it. The sprawling woodlands had been whittled to a few scrubby thickets, and Vierina was nowhere to be found. He returned once again to his forge and spent the rest of his days making rapiers to wreak vengeance upon Vierina's unknown tormentors.

Measured Restraint

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Guarding: +10 Accuracy against Disengaging enemies

Accurate 3: +12 Accuracy

Value: 505cp

The favored weapon of a Dynwoodan noblewoman, Measured Restraint was not often seen in use, for its bearer was much concerned with propriety and felt that weapons should be the final resort in any conflict—though she was quite content to discredit or otherwise hinder those who slighted her.

Once her temper was finally roused, however, the rapier spelled doom for her victims, for she wielded it with the proficiency of an old master and would not allow opponents a single opportunity to flee.

Sword of Daenysis

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Speed: x1.2 Attack Speed

Rending: 5 DR bypass

Value: 705cp

Fortanero's Rapier

Interrupt: 30 (Weak)

Damage: 8-12 Pierce vs. Deflection

Accurate 1: +5 Accuracy

Fine:+4 Accuracy, x1.15 All Damage

Value: 205cp

This rapier has been meticulously polished. The hilt is surrounded by elaborate, gilded guards and quillons.

Mosquito

Interrupt: 50 (Strong)

Damage: 8-12 Pierce vs. Deflection

Accurate 1:+5 Accuracy

Fine:+4 Accuracy, x1.15 All Damage

Draining:20% of Damage restored as Endurance

Of Concentration -5: -5 Concentration

Value: 405cp

This finely-crafted but unassuming rapier was created in the hot and humid forests of the Cythwood. Its first owner was a minor nobleman named Aedwyn Grundmef. Known in social circles for his obsequious manner and annoying habit of lingering too long where he was not wanted, Aedwyn had little use for the blade in the courts he frequented.

When Aedwyn died an unnotable death, the blade passed to a young niece, Cadend Grundmef. She found that the weapon had characteristics of her uncle: good at interrupting at inopportune times, draining the life out of anyone it came into contact with, and a generally annoying presence. It was Cadend who gave the rapier its nickname, "Mosquito," and used it regularly in court duels.

The weapon passed to Aedwyn's grandson in the Dynwood upon her death. A thayn of Cwynsrun, he was lost during a Glanfathan raid. Mosquito was lost with him. As he had no descendants and none of the Grundmeths of Aedyr have made a claim on the rapier, it has circulated among anonymous Glanfathan and Dynwoodan owners ever since.

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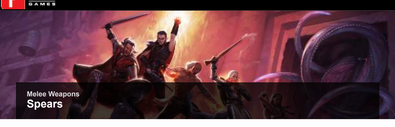

Melee Weapons

Spears

Single-handed stabbing pole weapon.

Bonus: Increased Accuracy

Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

Spears are not as long as their two-handed kin, pikes, but they are easier to maneuver and can be used with a shield. Even with a one-handed grip, spears can strike fierce blows with high accuracy.

Fine Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Xaurip Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

This crude spear is decorated with feathers and beads.

Xaurip Skirmisher Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection, Paralyzed for 5 sec vs. Fortitude

Accurate: +5 Accuracy

Value: 5cp

Xaurip Champion Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

Ritezzi's Thorn

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Valiant: +10 Accuracy when below 50% Endurance, x1.2 Damage when below 50% Endurance

Crushing Lash: +50% Crush Damage

Value: 605cp

The sight of Ritezzi on the battlefield was something no combatant ever forgot. Stocky and short even by orlan standards, Ritezzi insisted on using a spear in lieu of any other weapon offered him. To the frequent shock of his comrades, Ritezzi proved an unstoppable force on the battlefield. No matter how overwhelming the odds, Ritezzi could take down opponents with almost comical ease, leaping great heights to bring his spear down upon his foes with crushing force. Whenever it seemed that Ritezzi might at last meet his end, the fearless orlan would find a second wind and fight with renewed conviction.

Treave's Conqueror Spear

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Delem Rawdha

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Superb: +12 Accuracy, x1.45 All Damage

Slaying (Primordial): +5 Accuracy against Primordial, x1.25 Damage against Primordial

Value: 805cp

An Aptapo druid of the Ethik Nôl was so fascinated by the process of death that he forsook the traditional sacrifices and took to hunting for sport, slaying woodland beasts with a spear known as Delem Rawdha ("Red Leaf"). He saw meaning in the spatter and trickle of blood and believed that in those patterns, Berath, normally silent and removed, spoke to mortals.

The Vile Loner's Lance

Interrupt: 60 (Stronger)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Value: 405cp

Cladhaliath

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Value: 5cp

This bronze spear appears to have been crafted with great care. Despite the weapon's age, the point is remarkably sharp. Adra details line the grip, and runes are carved into the shaft. You feel the adra core running through the weapon.

Danulya

Interrupt: 40 (Average)

Damage: 11-16 Pierce vs. Deflection

Accurate: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Speed: x1.2 Attack Speed

Value: 705cp

Spears like this one have been found scattered around the Eastern Reach, typically unearthed in excavations or heavy rains. They are thought to have been the weapon of choice of a fallen military state, though their origins have not been traced to any particular culture of the period.

They tend to fetch favorable prices on the black market for their unusual combination of traits: light yet durable, with tips that show no signs of having dulled over their long years. They are prized among soldiers for the quickness they lend to one's strikes. The two sockets carved along its length make this particular spear unique, and suggest there was once more to this weapon.

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Melee Weapons
Pikes

Two-handed stabbing pole weapon.

Bonus: Increased Reach

Pike

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Value: 10cp

Pikes are easily the longest weapons in common use by soldiers and adventurers in the Dyrwood. Powerful two-handed piercing weapons, the main advantage pikes have is their long reach, which allows wielders to attack enemies from behind their allies.

Fine Pike

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Pike

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Jêna’s Lance

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Of Constitution +1:+1 Constitution

Reliable: +10% of Grazes converted to Hits

Value: 810cp

Not actually a proper lance, but rather a pike, the weapon was gifted to an orlan maid along with a goat by her wizard master Kabrindo, who was forced to show her the door after a number of episodes of remarkable clumsiness and brash carelessness that had left his grimoire waterlogged and his laboratory in ashes. The gifts were all the soft-hearted wizard could do to relieve his guilt.

Wandering from place to place with only her goat, her pike, and a reputation for negligence that preceded her, her fortunes changed one day when she encountered a pair of soldiers trapped by a group of bandits. Too short to wield the pike properly, she instead climbed atop her goat and spurred it into the fray, leveling the pike like a lance and running one of the bandits through. Frightened and confused by the display and intimidated by Jêna’s coarse language, the remaining bandits fled, and the soldiers’ lives were spared.

Her actions earned her a commission with a local fort, and she served with distinction in the cavalry. The original experience had given her such pleasure that she always found a place at the front of any charge. Eventually, this took its toll, and she went missing after her unit was commanded to charge a group of trolls.

Lost Thayn’s Reach

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Fine: +4 Accuracy, x1.15 All Damage

Interfering: Inflicts -5 Melee Accuracy, -5 Ranged Accuracy for 5 sec on hit.

Value: 810cp

Lost Thayn’s Reach was once wielded by Thayn Solmar Cyneheod of The Grasp. While engaged in a skirmish against some Glanfathan rebels at the outskirts of New Heomar, Solmar cornered their leader at the edge of a cliff. The rebels quickly interposed themselves between Thayn Solmar and their leader, seeking to prevent Solmar from striking the final blow.

A skilled pikeman, Solmar was able to foul every effort to strike him, and he ultimately dealt the rebel leader a mortal wound. Unfortunately, the pike’s hooked blade became snagged upon the dying elf’s armor, pulling Solmar over the edge of the cliff with his foe.

Tall Grass

Interrupt: 50 (Strong)

Damage: 14-20 Pierce vs. Deflection

Increased Reach: +1.8 Weapon Reach

Exceptional: +8 Accuracy, x1.3 All Damage

Predatory: +10% of Hits converted to Crits

Rending: 5 DR bypass

Overbearing: Crits can inflict Prone

Value: 2010cp

A group of Aedyran pikemen were so disciplined in battle that they garnered the attention of the fercönyng himself. He made them members of his personal retinue and ordered special weapons fashioned for them. They marched at the head of his procession, their movement perfectly synchronized and their pikes swaying like blades of grass in the wind. The pikemen became a public favorite during royal festivals and parades, and both they and their weapons earned the nickname “Tall Grass.”

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Melee Weapons

Clubs

Short cudgel, light enough to be (and look) fast.

Bonus: Increased Accuracy (Fast)

Club

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Accurate 1: +5 Accuracy

Value: 5cp

Most commonly fashioned from a short length of wood, clubs are simple but fast and effective weapons.

Fine Club

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Accurate 1: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Club

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Accurate 1: +5 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Torch

Interrupt: 40 (Average)

Damage: 7-11 Crush vs. Deflection

Burning Lash: +25% Burn Damage

Value: 202cp

Though not especially effective in combat, torches can be used to illuminate dark environments.

Blesca’s Labor

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Accurate 1: +5 Accuracy

Superb: +12 Accuracy, x1.45 All Damage

Coordinating: +4 Accuracy when attacking same target as an ally, x1.25 Damage when attacking same target as an ally

Draining: 20% of Damage restored as Endurance

Value: 1005cp

An unlikely but effective leader, the barbarian Blesca held off Aedyran expansion north of Readceras by organizing the southern Ixamitl tribes. She kept her ragged alliance together by persuasion, coercion, and force, when necessary. Her coalition held together just long enough to dissuade an advance.

Dîal Ewn Dibita

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Accurate 1: +5 Accuracy

Fine: +4 Accuracy, x1.15 All Damage

Vicious: x1.2 Damage against Prone, Stunned, Flanked enemies

Value: 405cp

Once owned by the Glanfathan barbarian, Badrwn Cawldha, this club has ended the life of many an opponent. Badrwn was known to rush headlong into every battle, swinging the club over his head, shouting “Dîal Ewn Dibita”—“Vengeance, Just and Merciless.” Even in victory, Badrwn was relentless, using the club to dispatch wounded or captive foes where they lay. In time, his battle cry came to be associated with the weapon itself, remembered long after Badrwn’s death.

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Melee Weapons
Maces

Mid-sized flange-headed crushing weapon.

Bonus: Negates DT

Mace

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Value: 5cp

The bane of mailed soldiers throughout the known world, maces are a common sight in the Dyrwood. Regardless of the shape of their flanges, maces always consist of a metal shaft topped with a number of symmetrical flanges that focus the weapon's power to a small point. Though estocs have even more penetrating power than maces, the latter can be used in concert with a shield.

Fine Mace

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Mace

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Ravenwing

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Coordinating: +4 Accuracy when attacking same target as an ally, x1.25 Damage when attacking same target as an ally

Damaging 2: x1.3 All Damage

Fine: +4 Accuracy, x1.15 All Damage

Value: 605cp

Legend tells of a druid, wise and powerful, who traveled while accompanied by a flock of ravens. In battle, the druid would assail his enemies with his mace as the ravens descended in a chaotic swarm, distracting and flanking his foes. Years of coordinated attacks, and the druid's lingering magic, are said to have gifted his mace with an enchantment that lends the wielder similar gifts. The mace is finely wrought and lightweight, making it maneuverable, if not very resistant against direct attacks. Against a distracted opponent, however, a single blow often proves quite sufficient.

Aimoranet

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Superb: +12 Accuracy, x1.45 All Damage

Minor Spellbind: Healing Strike: Grants Healing Strike. **Interrupt:** 40 (Average) 3 per rest

Aura Range: 20m (base 20m)**Effects:** Foe Target: 0 Shock vs. Will (+15 Accuracy)Friendly Aura: +20 Endurance

Value: 805cp

A priestess of Hylea in Old Vailia took in children orphaned by a famine. She guarded them in the temple and gathered what food she could. When looters came to the temple doors, demanding that she surrender their meager supplies, she prayed to her goddess for strength. The priestess suddenly found a powerful mace in her folded hands and an indomitable courage in her heart. When she charged through the temple door, it's said the very birds swooped from the treetops to pluck at the thieves' eyes.

When the local duc heard of her bravery and the plight of the children, he diverted emergency supplies from his own hall to feed them. The brave priestess and her mace, Aimoranet ("Little Beloved") became symbols of Hylea's fierce protection.

Hanover's Fist of Dodm

Interrupt: 40 (Average)

Damage: 11-16 Crush vs. Deflection

DR Reduction: 5 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

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Melee Weapons
Morning Stars

Two-handed spiked head on a pole.

Bonus: Higher Interrupt

Morning Star

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Value: 10cp

The big brother of the mace, morning stars are two-handed weapons topped with a spiked head. They lack the armor penetrating power of maces but are effective against a wider range of armor types.

Fine Morning Star

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Morning Star

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Crate’s Remorse

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

The Rose of Salthollow

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Corrosive Lash: +25% Corrode Damage

Draining: 20% of Damage restored as Endurance

Fine: +4 Accuracy, x1.15 All Damage

Value: 1210cp

A young weapon with a relatively short history, the Rose was forged from blackened Ymyran steel and topped with a wickedly thorny “bloom” of petals. The morning star’s resemblance to its namesake doesn’t end with the head. Its long, faded black shaft also features small thorns along its entire length, causing discomfort even to an armored wielder.

Hacran Grist, a successful adventurer from the Readceran seaside village of Salthollow, had the gnarly weapon made after his friends joked about how nothing could grow in the alkaline soil of their home. Hacran used the Rose to defend Salthollow from bandits and to help his comrades kill two sky drakes that had made their lair near a road leading into the village. When Salthollow no longer held the wonder for them that it once had, Hacran and his friends made their way to Dyrwood to seek their fortunes in the ruins of Eír Glanfath. They have not been heard from since.

Daybreak

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Guarding: +10 Accuracy against Disengaging enemies

Slaying (Wilder): +5 Accuracy against Wilder, x1.25 Damage against Wilder

Value: 2010cp

Daybreak was the product of the careful engineering of an animancer from Solace Vale. Hoping to create a defense against the blights and phantoms that often plagued neighboring villages, he developed a morning star that was especially effective against such nightmarish beings. Unfortunately, he died before he could make more. Even though he’d had no involvement in the early experiments with Hollowborn, he was murdered by one of the many lynch mobs that formed after the appearance of the first wichts.

Mabec’s Morning Star

Interrupt: 60 (Stronger)

Damage: 14-20 Crush vs. Deflection

DR Reduction: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Stunning: Attacks can Stun on Crits

Slaying (Wilder): +5 Accuracy against Wilder, x1.25 Damage against Wilder

Value: 710cp

The paladin Mabec was called to an ancient forest by a vivid dream. In this dream, he watched a tree grow from a seedling to the tallest tree in the forest, only to be felled by lightning strike. He saw himself placing his hand inside the hollow trunk and withdrawing a morning star of incomparable power.

Mabec rode into the forest, following his memory of the dream, only to find the great tree completely intact. Far from civilization and armed only with his sword, Mabec nevertheless began to hack at the tree trunk. It took weeks, but he was eventually able to fell the tree.

Again, however, Mabec was confounded—he found no hollow in the trunk, nor a weapon of any kind. Undaunted, he continued to hack at the trunk, all the way to the tree’s thick center ring, which he left intact. When he finished, he took the core of the tree and had it fashioned into the shaft of a morning star. He had his own blade, now as blunt as a wooden sword, melted down and reforged into the morning star’s head. So powerful was Mabec’s belief in the truth of his vision that the new weapon, though completely unremarkable in its materials, took on its master’s zeal, and became great in its own right.

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Melee Weapons
Flails

Short-handled ball-and-chain weapon.

Bonus: Negates Deflection bonuses (Fast)

Flail

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Value: 5cp

Flails are fashioned from a metal ball, often spiked, linked to a wooden or metal handle via a short chain. They are popular among soldiers for their ability to foil the defensive properties of shields.

Fine Flail

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional Flail

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Gaun's Share

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Fine: +4 Accuracy, x1.15 All Damage

Slashing Lash: +25% Slash Damage

Value: 405cp

A lesser-known aspect of the god Eothas, Gaun represents the cyclic nature of life and the seasons, and is often portrayed as a farmer wielding a scythe. He enjoys popularity among more rural followers of Eothas, who are drawn to his varying identities as provider, shepherd of the dead, and defender against injustice.

Gaun's Share is said to have been crafted by a distraught Dyrwoodan smith after the destruction of his home by a Glanfathan raiding party. Upon arriving at a neighboring settlement, the smith immediately set about his work, intending to craft a weapon suited to righting the wrongs done to his village. Toiling over several weeks, he was able to fashion a heavy flail covered in small, sickle-shaped blades, with which he was determined to send any returning invaders into the afterlife.

Unforgiven

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Exceptional: +8 Accuracy, x1.3 All Damage

Speed: x1.2 Attack Speed

Burning Lash: +25% Burn Damage

Value: 905cp

The origin of this item is a point of contention among the followers of Eothas and Woedica. Eothasians claim that their priests had it commissioned in the early aftermath of the Saint's War in hopes that it would coax their god back into the world to finish what he started. Woedicans, on the other hand, claim that the item is older than that, an instrument of retribution against oathbreakers originally employed by the Steel Garrote, an order of Woedican paladins devoted to the enforcement of oaths and contracts, often in mirthless fashion.

The flail itself is unique in that the spiked ball at its end was fashioned out of an incense burner, and when it sees vigorous use, the smell of incense blankets the area. Its reputation has led to a handful of notable deceptions whereby people who'd defied their agreements were frightened into honoring them when the smell of incense was introduced into their negotiation room or bedchamber.

Starcaller

Interrupt: 30 (Weak)

Damage: 8-12 Crush vs. Deflection

Convert Graze to Hit: +10% of Grazes converted to Hits

Exceptional: +8 Accuracy, x1.3 All Damage

Speed: x1.2 Attack Speed

Burning Lash: +25% Burn Damage

Value: 905cp

The origin of this item is a point of contention among the followers of Eothas and Woedica. Eothasians claim that their priests had it commissioned in the early aftermath of the Saint's War in hopes that it would coax their god back into the world to finish what he started. Woedicans, on the other hand, claim that the item is older than that, an instrument of retribution against oathbreakers originally employed by the Steel Garrote, an order of Woedican paladins devoted to the enforcement of oaths and contracts, often in mirthless fashion.

The flail itself is unique in that the spiked ball at its end was fashioned out of an incense burner, and when it sees vigorous use, the smell of incense blankets the area. Its reputation has led to a handful of notable deceptions whereby people who'd defied their agreements were frightened into honoring them when the smell of incense was introduced into their negotiation room or bedchamber.

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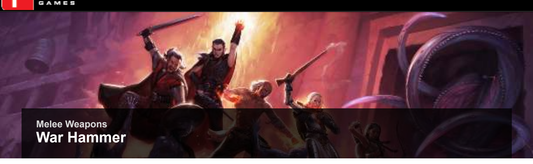

Melee Weapons
War Hammer

Gothic-style hammer-and-spike mid-sized weapon.

Bonus: Best of Pierce/Crush

War Hammer

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Value: 5cp

War hammers have the tactical flexibility of a morning star in a much smaller size. By switching from the flat side of the head to the pick, wielders can adapt their damage type to the opponents they are facing.

Fine War Hammer

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

Exceptional War Hammer

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Haba's Hammer

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Jarpie's Warhammer

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 405cp

Strike Hard

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Damaging 3: x1.45 All Damage

Accurate 1: +4 Accuracy

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 1005cp

An Aumauan raider from the Deadfire Archipelago once sed this weapon when attacking enemy ships. Boarding first, she would rush the enemy captain while her crew secured the vessel. It took the coordinated efforts of three other enemy raiding groups to finally end her dominance among the islands.

Shatterstar

Interrupt: 60 (Stronger)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 205cp

All around Eora, tales circulate about fabulous weapons fashioned from stones that fall from the heavens. Once believed to be gifts from the gods (and still often seen as such), these stones are now known to be meteorites. Even so, items crafted from them remain precious.

Shatterstar was a hammer forged from a solid block of pallasite that was discovered by one of Eothas' faithful shortly after Saint Waidwen rose to power in Readceras. It was crafted into a weapon and carried at the head of the Readceran army during Waidwen's march on the Dyrwood. As such, it was believed lost at the Godhammer Citadel.

The head of the hammer is iron and nickel, laced with yellow and orange crystals. It's held in place by a bronze band joined to softly jingling rings.

Godansthunyr

Interrupt: 40 (Average)

Damage: 11-16 Crush/Pierce (Best) vs. Deflection

Stunning: Attacks can Stun on Crits

Shocking Lash: +25% Shock Damage

Fine: +4 Accuracy, x1.15 All Damage

Value: 705cp

Forged by a master smith of the Knights of the Crucible, Godansthunyr ("Gods' Thunder") saw greatest use during the War of Defiance. Dedicated to Abydon and inscribed with his holy symbol, the hammer held devastating power and could leave foes senseless with a single blow. In the thick of battle, warriors would often claim to hear thunderous explosions and witness blinding flashes of light. Many believed the gods themselves disapproved of the fighting and were voicing their displeasure.

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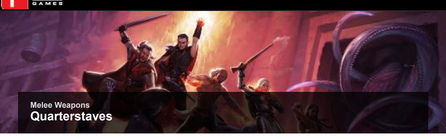

Melee Weapons

Quarterstaves

Two-handed wooden shaft weapon, swung like an axe.

Bonus: Increased Reach

Quarterstaff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Value: 10cp

Deceptively simple, quarterstaves can be powerful weapons in the hands of a skilled combatant. Wielders can use a quarterstaff's long reach to deliver crushing blows from behind their allies.

Fine Quarterstaff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Quarterstaff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Xaurip Quarterstaff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Value: 10cp

Quarterstaves are also common among xaurips, who tend to decorate them with skulls.

Durance's Staff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Burning Lash: +25% Burn Damage

Value: 410cp

Wend-Walker

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Freezing Lash: +25% Freeze Damage

Guarding: +10 Accuracy against Disengaging enemies

Increased Reach: +1.8 Weapon Reach

Value: 2010cp

Eismaar was a wizard from the White that Wends. Later in life, he developed an obsession with Rymrgand, convinced that if he could see the great aurochs with his own eyes, the mysteries of creation and destruction would become clear to him. He wandered the frozen continent for decades with little more than his quarterstaff, Wend-Walker, and his sealskin coat, chasing the rumors of Glamfellen tribes and the death-cold gales that swept the glaciers.

A migrating tribe eventually came upon Wend-Walker, planted in the snow and pointing to the sky. There was no sign of Eismaar, but the legend spread that he had found Rymrgand and now follows in the shadow of the mighty beast.

Guildmaster's Staff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Minor Spellbind: Restore Minor Endurance: Grants Restore Minor Endurance. Shares a generous portion of the priest's divine strength, restoring a significant amount of Endurance to all allies in the area of effect.

3 per rest **Speed:** Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +10 Endurance

Value: 810cp

This staff is topped by an emerald-green orb between two wing-like protrusions. The long, slender stave is banded and reinforced with gold casings.

Taluntain's Staff

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Increased Reach: +1.8 Weapon Reach

Value: 10cp

In a dark corner of Old Vailia, far from the influence of civil society, stories tell of a school constructed for the training of wizards in a very small and obscure niche of magic long forgotten by the rest of the world.

High master of the school was an elven mage known as Taluntain, who became aware of a growing problem—the aura cast by the school's particular magic was like a beacon to the unsavory creatures of the surrounding area. Marauding trolls from the nearby moors assailed its walls regularly. The high master resolved to take action, and in his study he crafted a fearsome staff to incinerate the trolls.

As much as that seemed important at the time, the demanding and short-tempered Taluntain soon became preoccupied with other uses he'd discovered for his staff, namely in the punishment of unruly students, and that would become its predominant function in the ensuing years.

Llawran's Stick

Interrupt: 50 (Strong)

Damage: 14-20 Crush vs. Deflection

Speed: x1.2 Attack Speed

Fine: +4 Accuracy, x1.15 All Damage

Increased Reach: +1.8 Weapon Reach

Value: 1010cp

Llawran was an elven wizard who earned his living traveling between villages and using his broad repertoire of spells to entertain the locals. He was known to be a mild-mannered man, and he avoided confrontation when possible, carrying only his prized walking stick. As Llawran aged, he found himself plagued by pickpockets, who would often use the distraction of his performances to steal equipment and coin. Llawran promptly decided to infuse his walking stick with an enchantment granting it great speed, and from then on his performances were often punctuated by the startled cries of thieves.

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Ranged Weapons
Introduction

Ranged weapons vary more significantly than melee weapons, but are less numerous. Between sub-categories, weapons are primarily differentiated by their attack/reload speed and raw damage. Firearms are very slow to reload, but do great damage. On the other end of the spectrum, implements are quite fast, but not very damaging. Bows and crossbows represent the “middle ground” of common ranged weapons, with the former being relatively fast and powerful and the latter being slower, but even harder-hitting.

Firearms

Compared to other ranged weapons, firearms have the poorest accuracy, but do the most damage by far. They are, however, the least flexible of the ranged weapons, inflicting only Pierce damage.

Arquebuses do the most damage per shot of the firearms and have the lowest accuracy penalty, but are the slowest to reload. Pistols do less damage than arquebuses and have a higher accuracy penalty, but reload faster. Blunderbusses reload as fast as pistols and are quite inaccurate, but they fire eight projectiles that each do a small amount of damage. If the target does not have much armor and has low Deflection, or if it’s from a Sneak Attack, blunderbusses are the most devastating

Pistol - One-handed matchlock pistol.

Bonus: Fast reload

Arquebus - Two-handed matchlock smoothbore longarm.

Bonus: High damage

Blunderbuss - One-handed matchlock shotgun-style weapon.

Bonus: Fast reload, multiple projectiles

Bows

Bows are the fastest projectile weapons to use. These weapons always have Best of Pierce/Slash as a property, but lack any Crush capability.

Hunting Bow - Simple bow used by commoners for hunting deer.

Bonus: Fast attack speed

War Bow - Large, heavy-pull military-style longbow.

Bonus: High damage

Crossbows

Crossbows are slower to reload/fire than hunting bows or war bows, but they do more damage. The more powerful Arbalests can’t be cocked by hand and need to be planted and cranked, and thus are slower to reload than crossbows, but still faster than Firearms. Like bows, crossbows always have Best of Pierce/Slash as a property, but lack any Crush capability.

Arbalest - Large, heavy-pull crossbow with a cranequin and stirrup for cocking.

Crossbow - Mid-sized crossbow with “ordinary” cocking (no crank or stirrup).

Implements

Implements are ranged, magical missile weapons that are quite fast and accurate, but not very powerful with a low interrupt value. Despite their versatility, they do the least damage of any ranged weapons. Wizards gain a bonus via their Blast ability when using Magical Implements.

Wand - Tapers to a point.

Bonus: Best of Pierce/Crush

Rod - Larger than other implements, held in the middle, cylindrical.

Bonus: Best of Pierce/Slash

Sceptre -Ends in a promiment “head” (sphere, skull, gem, crown, etc.).

Bonus: Best of Slash/Crush Sceptre

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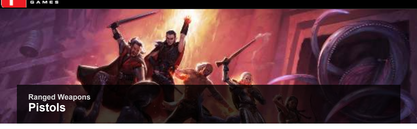

Ranged Weapons
Pistols

One-handed matchlock pistol.

Bonus: Fast reload

Pistol

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Value: 200cp

Pistols are small firearms, but despite their size, they require two hands to reload properly. They are not as powerful as arquebuses, but they can be reloaded much more quickly. As with all firearms, pistols have the ability to penetrate wizards' Arcane Veils.

Fine Pistol

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

Exceptional Pistol

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 1000cp

Forgiveness

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

Speed: x1.2 Attack Speed

Damaging 1: x1.15 All Damage

DR Reduction: 6 DR bypass

Value: 1000cp

K'eel was a constable in the small Dyrwoodan village of Maiden Falls. A good man who fulfilled his duties honorably, he often found himself in violent confrontations with passing ruffians and mercenaries come to the village to exploit the nearby ruins.

Wiry, with a boyish face and an awkward gait, offenders rarely took K'eel seriously. They would mock him, telling him there was no way he was going to take them to jail. "You're right," K'eel would reply. "I bring Forgiveness."

The Maverick

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

St. Garam's Spark

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

Fine: +4 Accuracy, x1.15 All Damage

Shocking Lash: +25% Shock Damage

DR Reduction: 6 DR bypass

Value: 1000cp

Saint Guaram was a priest of Hylea, known for his mastery of the art of wordplay. It was said that he could shape the mood of a crowd with a single word, and find with cruel precision the most shocking turn of phrase with which to dismantle an opponent. One more whimsical daughter of the Dynwood had this pistol crafted in his honor—for the gun, too, she said, could put an end to any debate.

Sitra Achara

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

Dulcanale

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

Exceptional: +8 Accuracy, x1.3 All Damage

Rending: 5 DR bypass

Annihilation: +0.5 to Crit Damage multiplier

DR Reduction: 6 DR bypass

Value: 1800cp

Dulcanale was the weapon of choice of an infamous Vailian Dhighwayman. He lurked in the foothills around Parchozzi, watching for traders seeking a shortcut through the treacherous mountain passes. Known for his cunning and cruelty, he usually felled his victims with a shot to the gut, leaving them to die slowly and in excruciating pain from what he called Dulcanale ("Bad Dessert").

The Disappointer

Range: 15m

Interrupt: 30 (Weak)

Damage: 28-35 Pierce vs. Deflection (-5 Accuracy)

Terrible: -8 Melee Accuracy, -8 Ranged Accuracy, x0.66 All Damage

DR Reduction: 6 DR bypass

Value: 200cp

The Disappointer was touted as a powerful, reliable weapon, but it has consistently failed every one of its unfortunate owners. This is a terrible weapon that disappoints anyone who uses it. The gun appears well-made at first glance, but closer scrutiny reveals poor design and shoddy craftsmanship. Those who aren't fooled by its appearance still occasionally attempt to use it just to see if maybe the whole thing was made to look this way as an elaborate ruse, hoping that it is an artifact of extreme power, crafted by a master who desired to conceal its remarkable nature. It wasn't, and it isn't.

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Ranged Weapons

Arquebuses

Two-handed matchlock smoothbore longarm.

Bonus: High damage

Arquebus

Range: 15m

Interrupt: 30 (Weak)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Value: 200cp

Matchlock firearms of high power and fair accuracy, arquebuses are prized for their ability to penetrate wizards' Arcane Veils.

Fine Arquebus

Range: 15m

Interrupt: 30 (Weak)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

Long-Feller

Range: 15m

Interrupt: 40 (Average)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

Accurate 3: +12 Accuracy

Reliable: +10% of Grazes converted to Hits

DR Reduction: 6 DR bypass

Value: 1200cp

Roasting a distinctive long barrel, Long-Feller was the property of a Readceran vorlas farmer, who used it largely to keep his fields clear of birds and rodents. Years of practice and careful adjustments to the arquebus made it a weapon to be reckoned with, for the farmer could pick off a songbird mid-chirp at twenty paces. With the coming of the Saint's War, the farmer carried this same gun into battle, where it proved similarly effective.

Exceptional Arquebus

Range: 15m

Interrupt: 30 (Weak)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 1000cp

Skuphundaku's Evil Black Arquebus

Range: 15m

Interrupt: 30 (Weak)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

DR Reduction: 6 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

Pliambo per Casitàs

Range: 15m

Interrupt: 30 (Weak)

Damage: 35-45 Pierce vs. Deflection (-5 Accuracy)

Damaging 3: x1.45 All Damage

Marking: +10 Accuracy granted to an ally attacking the same target

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Fine: +4 Accuracy, x1.15 All Damage

DR Reduction: 6 DR bypass

Value: 2000cp

A charismatic yet nefarious Vailian thief grew tired of stealing and decided to find a new way to entertain himself. He would get hired onto a ship and integrate himself with the crew. After a few voyages, he'd convince the crew to mutiny, making sure to execute the captain with his own arquebus. Once the deed was done, he would abandon the crew to their fate at the next port and slip away, traveling to a new city to start the game again.

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Ranged Weapons
Blunderbusses

One-handed matchlock shotgun-style weapon.

Bonus: Fast reload, multiple projectiles

Blunderbuss

Projectiles: 8

Range: 15m

Interrupt: 0 (Weakest)

Damage: 6-9 Pierce vs. Deflection (-10 Accuracy)

DR Reduction: 4 DR bypass

Value: 200cp

Blunderbusses are matchlock firearms used for hunting or in combat against groups of enemies. They can inflict an impressive amount of damage but fare poorly against armor. Despite this, like other firearms, blunderbusses are capable of penetrating a wizard's Arcane Veil.

Fine Blunderbuss

Projectiles: 8

Range: 15m

Interrupt: 0 (Weakest)

Damage: 6-9 Pierce vs. Deflection (-10 Accuracy)

DR Reduction: 4 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 600cp

Exceptional Blunderbuss

Projectiles: 8

Range: 15m

Interrupt: 0 (Weakest)

Damage: 6-9 Pierce vs. Deflection (-10 Accuracy)

DR Reduction: 4 DR bypass

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 1000cp

Lead Spitter

Projectiles: 8

Range: 15m

Interrupt: 0 (Weakest)

Damage: 6-9 Pierce vs. Deflection (-10 Accuracy)

Damaging 2: x1.3 All Damage

Rending: 5 DR bypass

DR Reduction: 4 DR bypass

Value: 1000cp

Harried by persistent thieves, the merchant Bereden had this hefty blunderbuss forged as a means of protecting his wares. The gun proved as indiscriminately lethal as the dwarf's temper, firing a destructive hail of iron that made short and messy work of anyone who dared creep up on his wagons during the night. Bereden was very pleased with the weapon's performance, as were the brigands who eventually robbed him of it.

Scon Mica's Roar

Projectiles: 8

Range: 15m

Interrupt: 0 (Weakest)

Damage: 6-9 Pierce vs. Deflection (-10 Accuracy)

Fine: +4 Accuracy, x1.15 All Damage

Overbearing: Crits can inflict Prone

Stunning: Attacks can Stun on Crits

DR Reduction: 4 DR bypass

Value: 1600cp

Scon Mica, the ogre from Aedyran myths who defeated innumerable champions before finally facing defeat by a simple shepherd, was said to have a roar that could shake rain from the clouds. When charging into battle, his bellows knocked his foes from their feet and rattled their very bones.

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Bows
Hunting Bows

Bows always have Best of Pierce/Slash as a property, but lack any Crush capability.

Hunting Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Value: 10cp

Hunting bows are extremely popular in the Dyrwood and Eir Glanfath. Though used most frequently for hunting deer and small game, hunting bows can be deadly against two-legged prey. Hunting bows lack the high draw weight of war bows, but can be fired more quickly.

Fine Hunting Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Hunting Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Crooked Bee Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Prey Maker

Only usable by: Ranger

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Accurate 3: +12 Accuracy

Value: 1410cp

This bow is made entirely of various body parts from numerous creatures. Fangs, claws, teeth, and bones can be seen interlocking throughout the weapon's structure. While every inch looks sharp and dangerous to touch, it feels remarkably smooth and delicate in one's hands. Though the bowyer's identity is unknown, a master's understanding of archery and an unsettling degree of expertise in bestial anatomy are readily apparent.

To hold Prey Maker is to bear the feeling of assured victory, as though the wielder's attacks will find their way to the target as a predator finds its prey.

Lenas Êr

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Rending: 5 DR bypass

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Value: 2010cp

Lenas Êr ("Eagle Eye") was the prize possession of a Glanfathan hunter from the infamous Three-Tusk Stelgaer tribe. As she never went anywhere without it, it was never truly determined whether the weapon's accuracy owed more to her skill or that of its maker. She fought in the War of Black Trees and was driven out of cover by the fires—it's said that her fear for Lenas Êr was so great, she charged headlong into a squadron of soldiers. Even so, she felled seven of them before they brought her down.

Persistence

Range: 15m

Interrupt: 40 (Average)

Damage: 9-14 Pierce vs. Deflection

Reliable: +10% of Grazes converted to Hits

Wounding: x0.2 Damage inflicted Over Time

Damaging 3: x1.45 All Damage

Value: 1410cp

Passed down through an Enutanik tribe, this bow was believed to have been blessed by the gods, for every huntress to wield it always returned from the hunt having successfully downed at least one animal. Arrows fired from the bow, it was said, would find their way unfailingly to a vulnerable point and fell their target.

Rather than allow the bow to be possessed by a single person, the tribe considered it a gift to be shared among all its members. One young tribeswoman, however, coveted the bow and its power, believing she might rule her own tribe if only she had the weapon for herself. One day, when given use of Persistence for the day's hunt, she endeavored to separate herself from her fellow hunters and left, taking the bow with her.

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Bows
War Bows

Large, heavy-pull military-style longbow.

Bonus: High damage

War Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Value: 10cp

Though war bows are outnumbered by hunting bows in the Dyrwood, war bows are more popular among professional soldiers and adventurers. With a high draw weight and respectable speed, they possess a power unmatched by magical implements and don't have the lengthy reloading times of crossbows and firearms.

Fine War Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional War Bow

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Cloudpiercer

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Shocking Lash: +25% Shock Damage

Piercing Lash: +25% Pierce Damage

Rending: 5 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 1610cp

The terror of the Great Eastern Ocean, Cloudpiercer was carried by a notorious sea raider who claimed to have been blessed by Ondra herself. His raids were carried out at the start of stormy weather, and gathering clouds were often feared as much as heralds of his arrival as of the storms they promised. The force behind his shots would carry his arrows up beyond the cloud cover, and they were said to bring the power they met there back down to the sea with them, striking all below with the force of a lightning bolt.

Borresaine

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Draining: 20% of Damage restored as Endurance

Stunning: Attacks can Stun on Crits

Value: 1410cp

The dwarven clan of Langmyhr dwelt in the wilds of Naasitaq, hunting game and surviving off of the harsh land. Summers were brief and winters difficult, but the winter of 2562 AI was one of the hardest in the tribe's long history. A mighty snow leopard had established territory nearby, scaring off much of the game near the village. By Fonauton, the hunters were returning with little more than rabbits, and the winter freeze was nigh. A dozen of the best hunters struck out across the tundra, determined to hunt the great cat.

The beast was craftier than they'd planned, and by Inivèrno, half of the hunters and most of their hunting foxes had been slain without so much as wounding the leopard. Desperate and furious, one of the hunters crafted a bow from the bones of her slain fox. As her remaining companions looked on, it seemed that all of her rage was channeled into the weapon while she carved and shaped it. Her work completed, she set off and tracked the beast to its lair. Once she'd killed it, she decorated her bow with its teeth as a reminder of the deed and of the long and tragic hunt.

Now black with age and use, this bow is nevertheless fierce to behold. It's studded with the teeth of a large cat, and the notches curve in tight spirals.

The Rain of Godagh Field

Range: 15m

Interrupt: 40 (Average)

Damage: 12-17 Pierce vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Speed: x1.2 Attack Speed

Value: 1810cp

The Glanfathan village of Godagh was surrounded by wooded plains that became a key battleground during the War of Black Trees. The few survivors of the slaughter there remember a single Glanfathan archer raining arrows on the duc's forces, holding them back while the villagers of Godagh fled. As flames swept the fields and spread to the trees, arrows flew still from beneath the blanket of smoke.

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Bows
Arbalests

Large, heavy-pull crossbow with a cranequin and stirrup for cocking.

Arbalest

Range: 15m

Interrupt: 40 (Average)

Damage: 32-40 Pierce vs. Deflection

DR Reduction: 7 DR bypass

Value: 40cp

Arbalests are heavy crossbows with exceptionally high power. They must be hand-cranked before loading, so they have a slow rate of fire.

Fine Arbalest

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

DR Reduction: 7 DR bypass

Fine: +4 Accuracy, x1.15 All Damage

Value: 440cp

Exceptional Arbalest

Range: 15m

Interrupt: 40 (Average)

Damage: 32-40 Pierce vs. Deflection

DR Reduction:7 DR bypass

Exceptional:+8 Accuracy, x1.3 All Damage

Value: 840cp

Hold-Wall

Range: 15m

Interrupt: 40 (Average)

Damage: 32-40 Pierce vs. Deflection

Fine: Accuracy, x1.15 All Damage

Piercing Lash: +25% Pierce Damage

DR Reduction: 7 DR bypass

Value: 840cp

A masterwork of dwarven craftsmanship, this sturdy arbalest earned its name during the Battle of Marching Mountains, where a dwarven ranger held off a group of ogres bearing down on him and his few remaining comrades. In the ranger's hands, the arbalest proved more than capable of launching bolts through thick ogre hide, holding the invading force at bay just long enough for reinforcements to arrive.

While victory against the ogres proved short-lived, the tale is still one told with great pride around dwarven campfires.

Aedrin's Wrecker

Range: 15m

Interrupt: 40 (Average)

Damage: 32-40 Pierce vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Crushing Lash: +50% Crush Damage

DR Reduction:7 DR bypass

Value: 1640cp

Aedrin's Wrecker was known to many, even when Aedrin herself was known to few. A rogue and expert markswoman, she fought in the War of Defiance and felled Aedyran soldiers from the shadows. She once told a pupil that she'd rather shoot an enemy in the back than give him the opportunity to strike back. Her patience was even more famous than her aim. She was reputed to have hidden in a tree for three days straight while she waited for an Aedyran general to pass along the road to Madsdam. Her skill was such that no one was able to confirm the tale.

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Bows
Crossbows

Like bows, crossbows always have Best of Pierce/Slash as a property, but lack any Crush capability.

Crossbow

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

Value: 10cp

Crossbows are commonly used for hunting by nobles in the Dyrwood, but they are also employed as weapons of war by many soldiers and adventurers. Less powerful than their close sibling, the arbalest, crossbows can be cocked by hand and have a moderately fast rate of fire.

Fine Crossbow

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 410cp

Exceptional Crossbow

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 810cp

Good Friend

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Coordinating: +4 Accuracy when attacking same target as an ally, x1.25 Damage when attacking same target as an ally

Minor Spellbind: Holy Power: Grants Holy Power. Creates a zone of divine favor, increasing the Might and Resolve of allies in the area of effect. 3 per rest

Speed: Instant

Aura Range: 1.3m (base 1.3m)

Effects: Friendly Aura: +3 Might, +7 Resolve for 15 sec

Value: 1610cp

This crossbow was the prized possession of a pair of thieves that tormented the nobility of New Heomar for nearly five years. Stolen from the cart of a wealthy merchant, the gilded crossbow quickly began to feature in their crimes. One thief would approach the target in question, while the other wielded Good Friend from afar. The two were credited with many daring escapes, including one occasion in which one thief, destined to hang, was freed at the last moment by a last-minute bolt through the rope. No threat of pain or capture could faze them, it was said, if either was caught alone—for they knew that sooner or later, their Good Friend would be along to free them.

Wendgär

Range: 15m

Interrupt: 40 (Average)

Damage: 22-30 Pierce vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Speed: x1.2 Attack Speed

Predatory: +10% of Hits converted to Crits

Value: 2210cp

Wendgär (“Wind Spear”) was once an heirloom in a powerful house that served the first fercönyngs and mecwyns of Aedyr. When the Aedyran Empire formed, Wendgär was carried at the head of the unifying army and used to strike down the leaders of opposing forces from a great distance. One of the earliest effective crossbows, its accuracy shattered the resolve of many would-be resisters.

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Implements
Wands

Tapers to a point.

Bonus: Best of Pierce/Crush

Wand

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Pierce/Crush (Best) vs. Deflection

Value: 5cp

As magical implements often lack serious power compared to bows, crossbows, and firearms, the wand's flexible damage types help wizards deal with heavily-armored opponents more easily. Wands are easily distinguished from scepters by their tapered points.

Fine Wand

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Pierce/Crush (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 405cp

Exceptional Wand

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Pierce/Crush (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 805cp

Cgadob's Hazel

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Pierce/Crush (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Marking: +10 Accuracy granted to an ally attacking the same target

Spell Striking: Jolting Touch: Grants Jolting Touch. A bolt of electricity jumps from the caster's fingers to the nearest enemy, and then to the next nearest, causing decreasing amounts of Shock damage. 2m Jump

Area of Effect: Target + 2 Foe Jump Targets

Interrupt: 40 (Average)

Effects: Target: 20-35 Shock vs. Deflection (+15 Accuracy)

Jump Targets: 15-26 Shock vs. Deflection (+15 Accuracy)

Value: 1805cp

Cgadob was a wizard and wand-maker. Though brilliant, he had trouble selling his work due to a number of eccentricities, not the least of which was a vow that he would never make two wands of the same color. The hazel wand was one of his most powerful creations. Unfortunately, like everything he made, it was the only one of its kind.

Elawen Ein

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Pierce/Crush (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Freezing Lash: +25% Freeze Damage

Interfering: Inflicts -5 Melee Accuracy, -5 Ranged Accuracy for 5 sec on hit.

Value: 1205cp

An old Glanfathan legend tells of a young woman who loved a wanderer from a distant land. In time he was forced to travel back to his homeland, but he promised to return. Years passed with no word from her love, and the woman fell into a depression, neither eating nor speaking. Even in the depths of winter, she refused to abandon hope, keeping faithful watch for her beloved by the shore where she had last laid eyes upon him. Finally, she succumbed to her grief, and her heart froze upon the moment of her death, her tears becoming ice upon her cheeks.

Her grieving family buried her within a nearby glade, and from her grave a strange elm tree grew. Its bark was the white of a winter snowfall, its leaves blue and cold to the touch. It never lost its foliage in the winter, withstanding even the bitterest temperatures.

This wand is said to have been hewn from that very elm, for it too emanates the chill of a broken heart.

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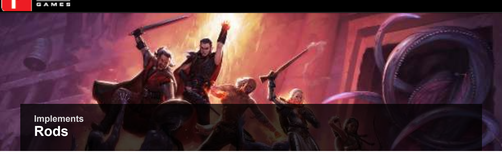

Implements
Rods

Larger than other implements, held in the middle, cylindrical.

Bonus: Best of Pierce/Slash

Rod

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Value: 5cp

Rods are the largest of the magical implements, though they can still be easily wielded in one hand. Rods focus and release more soul energy than wands or scepters. This attribute makes their blows more powerful, but they recharge and fire more slowly.

Fine Rod

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 405cp

Exceptional Rod

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 805cp

Pretty Pretty's Rib

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Corrosive Lash: +25% Corrode Damage

Speed: x1.2 Attack Speed

Value: 2205cp

Goodhope was a small town with a large graveyard. It was quiet and uneventful until someone—or something—started killing livestock, leaving dismembered and half-eaten bodies in the fields overnight for the farmers to discover the next morning. Certain that wolves or mountain lions were to blame, the townsfolk set up a nightly watch to stop the beasts.

During one night's vigil, the town awoke to screams of pain and terror. They found the farmer on watch in the middle of a field, one shoulder a bloody stump, a horrific gul leaning over him. The gul saw the townspeople and fled, still gnawing on the wounded farmer's right arm.

They got the farmer back to his house, and the healer did her best to repair the damage. When asked what had happened, all the farmer could manage was something that sounded like, "Pretty... pretty..." The gul came to be known as Pretty Pretty, and the villagers searched for someone to defeat it. Their cries for help were answered by a necromancer who kept a rib from the gul and had it made into a rod.

Rod of Pale Shades

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Stunning: Attacks can Stun on Crits

Disorienting: Inflicts -5 Deflection, -5 Fortitude, -5 Reflex, -5 Will for 5 sec on hit.

Value: 1805cp

At the beginning of Waidwen's Legacy, a cleric of Berath in New Heomar petitioned his god to end the Hollowborn curse. He knelt on the stone floor of his temple and prayed for five days straight, forsaking food, water, and sleep for the sake of his vigil. On the evening of the fifth day, he fell into an exhausted slumber and dreamt that the Pallid Knight told him to restore the cycle by returning the souls of the living to it. When he awoke, he found a large but plain candlestick from the temple altar lying next to his hand.

He fashioned the candlestick into a weapon, and he prowled the city, murdering the elderly and the infirm in Berath's name. As the death toll climbed into the dozens, a mob of the vengeful and bereaved formed to track him down. They caught up with the cleric outside his temple and turned his own weapon on him, bashing his skull apart in the streets. Several onlookers claimed to see an elderly dwarf, cloaked and impossibly emaciated, standing in the shadows and laughing.

Grudge-Keeper

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Vicious: x1.2 Damage against Prone, Stunned, Flanked enemies

Value: 805cp

One of the many orlan slaves freed by the Ten Years' Treaties, Maswen Cas swore vengeance against those who had wronged her and her people, gathering a small group of fellow freed orlans to perform night raids on known slavers. She would go on to join the grèf's forces in putting down the Cooper's Rebellion, if in an unofficial capacity, and it was at this point that she acquired an ornately carved rod from the home of a wealthy slave-owner.

Every time Cas brought down a foe, she would scratch a notch into the rod she wielded. By the time she lost possession of it, the rod bore a crisscross pattern along its length that many assumed was part of its original design.

Pike Jaw Rod

Range: 10m

Interrupt: 40 (Average)

Damage: 11-16 Pierce/Slash (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 405cp

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Implements
Scepters

Ends in a prominent “head” (sphere, skull, gem, crown, etc.).

Bonus: Best of Slash/Crush

Scepter

Range: 10m

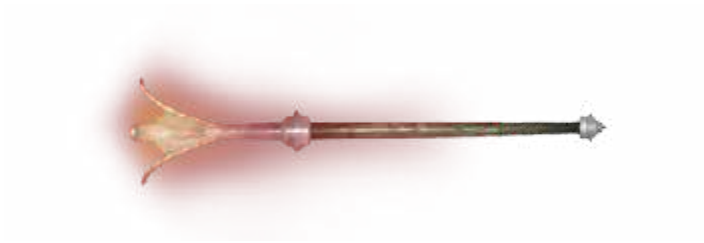
Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

Value: 5cp

Scepters are the most imperious-looking magical implements and are often favored by Aedyran wizards for this reason. Like wands and rods, they have flexible damage types.

Fine Scepter



Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Value: 405cp

Puitènte med Príncipi

Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

Superb: +12 Accuracy, x1.45 All Damage

Reliable: +10% of Grazes converted to Hits

Overbearing: Crits can inflict Prone

Value: 2005cp

Puitènte med Príncipi (“Power of Princes”) was recovered by a Vailian adventurer pillaging Engwithan ruins. When he and his party found themselves beset by a clan of xaurips, he put his newfound weapon to work, bringing them to their knees with the scepter’s powerful attacks. As they fought, his friend noticed and exclaimed, “That has the power of princes! They kneel before you!”

Exceptional Scepter

Range: 10m

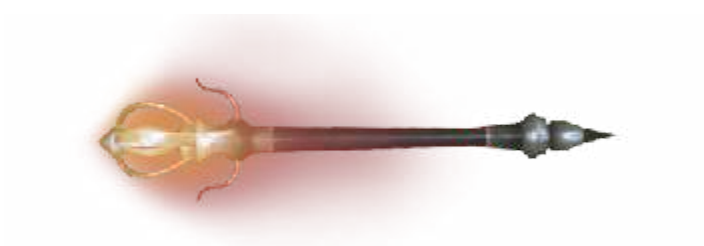
Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

Exceptional: +8 Accuracy, x1.3 All Damage

Value: 805cp

Engwithan Scepter



Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

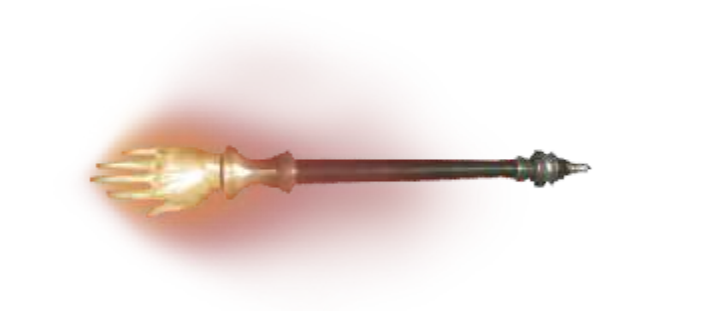
Fine: +4 Accuracy, x1.15 All Damage

Speed: x1.2 Attack Speed

Value: 1005cp

This Engwithan weapon was restored from fragments you found in Ondra’s Gift. The shaft is covered with invocations, and the opal finial is inscribed with runes.

The Lady’s Hand



Range: 10m

Interrupt: 40 (Average)

Damage: 9-14 Crush/Slash (Best) vs. Deflection

Fine: +4 Accuracy, x1.15 All Damage

Valiant: +10 Accuracy when below 50% Endurance, x1.2 Damage when below 50% Endurance

Reliable: +10% of Grazes converted to Hits

Value: 1205cp

This slender steel scepter is topped with a gilded, feminine hand, each finger ending in a delicate mother-of-pearl nail. It was forged and crafted by the smiths and artisans of Delwin, a small town in the foothills of the Magmear Mountains in the southern reaches of the Aedyr Empire. The recipient was Lady Ryga Adalwan, 3rd Margréfa of Maghanon, who had recently emerged victorious from a brutal campaign against her march by barbarians and agents of a rival family. In leading the defense of the march, Lady Ryga had lost her left hand. The emperor had this scepter created to reward her sacrifice during the protection of what was then the empire’s southernmost territory.

Unfortunately for the Adalwan family, they only held the Maghanon territories for two more generations. With little money and no land, the family set out for the young colonies of the Dyrwood. The Lady’s Hand saw renewed use in battle by Branon Adalwan, Thayn of the Low Meadows, during the War of Black Trees. There, Branon used it to defeat Glanfathan warriors and spirit-animated trees that were marching out of the deep woods. For his service to the colonies, Branon was made an erl of the new territory of Blackstand. But bad luck struck the Adalwan family twice. Only a year after establishing a fort on the frontier, Branon was ambushed by Glanfathan resistance fighters. Finishing their main mission, the assassins then pursued his small family and killed every member, leaving no heirs to the house of Adalwan.

Following the reinforcement of Blackstand’s fort by its new erl, the Adalwan family’s belongings were distributed according to the known wishes of Branon. Notably, the Lady’s Hand, his great-great grandmother’s gift from the emperor, was bequeathed to Sir Hareg Kardaf, a minor knight of New Heomar, alongside whom Branon had fought in the War of Black Trees. More comfortable with sword and shield than scepter and grimoire, Sir Hareg displayed his friend’s gift prominently in his home, but it never saw use in battle again.

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Extras
Achievements

Steam Achievements

	Achievement	Description
	Completed Act I	You have completed Act I.
	Completed Act II	You have completed Act II.
	Completed Act III	You have completed Act III.
	Won the Game!!!	Congratulations! You have completed the game.
	Solo	Complete the game without taking any companions after Cilant Lis.
	Got All Companions	You found and adventured with all of the companions.
	Zero Knockouts	Complete the game without any party members hitting 0 Endurance.
	Expert	Complete the game on Expert mode.
	Trial of Iron	Complete the game on Trial of Iron mode.
	Path of the Damned	Complete the game on Path of the Damned mode.
	Triple Crown	Complete the game on Expert, Trial of Iron, and Path of the Damned modes.
	Triple Crown SOLO	Complete the game on Expert, Trial of Iron, and Path of the Damned modes without taking any companions after Cilant Lis.
	Enchanter	Apply more than 5 different enchantments.
	Chef	Create more than 5 different food items.
	Scribe	Create more than 3 different scrolls.
	Alchemist	Create more than 3 different potions.
	Trappy	Used at least 5 trap items.
	No Rest for the Pro	Complete the game with fewer than 10 rests.
	Relative Pacifism	Complete the game killing fewer than 175 things.
	Super Murderer	Complete the game killing more than 1200 things.
	5 Upgrades in Stronghold	Complete at least 5 upgrades in the stronghold.
	All Upgrades in Stronghold	Complete all of the upgrades in the stronghold.
	Make an Adventurer	Create and hire an adventurer from the Adventurer's Hall.
	Kill All the Dragons	Kill all of the dragons in the game.
	First 5 Levels of Od Nua	Complete the first 5 levels of the Endless Paths of Od Nua.
	Middle 5 Levels of Od Nua	Complete the middle 5 levels of the Endless Paths of Od Nua.
	Last 5 Levels of Od Nua	Complete the last 5 levels of the Endless Paths of Od Nua.
	Appease All of the Gods	Complete all of the god appeasement quests.
	Explorer	Visit every map.
	Disposition	Attain 3 in at least three Dispositions.
	Kickstarter Backer	Thanks for all of your support!

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Extras
Bounties

Caed Nua

Warden Lodge

Warden Fyrgen: "This bounty comes all the way from New Hesmar. Sly Cydrel and some of his accomplices have escaped the prison there, and killed two guardians on the way out. The guards are itching after revenge."
"A man matching his description was seen near Magran's Fork. He's well-armed, and he'll have his friends with him, too."
1- "Tell me about the former harbor."
2- "I'll take on the rogue."
3- "Tell me about the warchief."
4- [Leave] "I'll be going."

After repairing the Warden Lodge through stronghold upgrades, you can visit Warden Fyrgen in the lodge **(1)** and become a bounty hunter for him. You can accept up to four bounties at once. There are a total of 15. The following table shows where you can find each target. After killing the target and his or her cohorts, loot the body and take the Head. This is proof to show the Warden that the bounty is dead.

Stronghold Bounties

Bounty	Location	Reward
Sly Cydrel	Magran's Fork	2250 cp & Drake's Bell
The Dweller	Black Meadow	2250 cp
Nalrend The Wise	Elmshore (Cave)	2250 cp
Warchief Iklak	Valewood	2250 cp
Daroth Grimault	Copperlane Catacombs (west end)	2500 cp
Glasdial	Stormwall Gorge (Troll in the cave)	2500 cp
Songsmith Roska	Cliaban Rilag (west of camp)	2500 cp & Plate, Exceptional
High Priest Thorfen	Esternwood	2500 cp & Coat of Ill Payment
Foemyna	Woodend Plains	2750 cp & The Rain of Godagh Field (War Bow)
Galen Dalgard	Madhamr Bridge	2750 cp & Old Gerun's Wall
Devwen	Northweald Cave	2750 cp
Captain Maurumi	Anslog's Compass (Cave)	2750 cp & Pliambo per Castilàs (Arquebus)
High Arcanish Ysly	Heritage Hill (Tower: 2nd Floor)	2750 cp & Pretty Pretty's Rib (Rod)
Naroc the Prophet	Cilant Lis	2500 cp & Elardh Dwr (Med Armor)
Lord Exarch Sserkal	Pearlwood Bluff (found through west exit in Searing Falls)	2500 cp & Gwisk Glas (Light Armor)

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Companion Quests
Two-Sided

Character:

Aloth

Two-Sided is the companion side quest that becomes available only if Aloth is in your party. Aloth can be added to your party in Act I when you first enter Gilded Vale (see Act I Main Quest). You must first complete “Never Far from the Queen” in the Copperlane Catacombs. When the opportunity is given, speak to Aloth about Iselmyr, the female soul that has awakened inside him. This begins the side quest. Your task is to find an expert on Awakenings somewhere in Defiance Bay.

Aloth: He shakes his head. "I learned to keep her a secret a very long time ago. Those with Awakened souls are shunned. Mistrusted. And after your experience with Maerwald, I'm certain you can see why." He looks up at you. "You need to be careful, Zedenick."
"Tell me about Iselmyr."

Quest

Objective: Find an expert on Awakenings somewhere in Defiance Bay.

Enter the Sanitarium in Brackenbury and speak to Bellasege, who is in the first room on the left on the lower level. The first conversation option (if you have spoken to Aloth about it) is “I’m looking for an expert on Awakenings.” Select this and then “You’re in luck, I have a volunteer.” This brings Aloth and Iselmyr into the conversation. Finish the conversation options to complete the side quest.

Endgame

Over the course of your journeys, you have numerous opportunities to influence Aloth to greater independence or to a greater appreciation of authority. If you sway him to authority, he takes up Thaos’ mantle and becomes the new grandmaster of the Leaden Key. If you sway him to independence, he burns Thaos’ mantle and begins dismantling the Leaden Key. If you banish him after learning of his Leaden Key ties, he sacrifices himself to one of the Engwithan machines.

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Companion Quests

Fragments of a Scattered Faith

Character:

Edér

This side quest is started the moment you add Edér to your party. This is possible in Act I after resting and talking to the dwarf lady hanging in the tree in Gilded Vale (see Act I Main Quest).

Quest

Objective: Bring Edér to speak with Maerwald.

“Fragments of a Scattered Faith” begins with Edér wishing to speak with Maerwald. Upon realizing that Maerwald has totally lost his marbles, Edér wants to go next to Defiance Bay with hopes the records office within the Ducal palace, while less expedient than Maerwald’s help may have been, might at least have information about his brother’s death in the Saint’s War.

The records office won’t permit just anyone to see these records. They are wary of anti-Eothasians looking up the names of Eothas worshippers and hunting them down. Reputation with Defiance Bay is the simplest way to retrieve the records.

Once access is given to the records, Edér is able to find the battlefield where his brother fell, and the record confirms he was fighting for Readceras, which comes as a blow to Edér and ratchets his anxiety about whether he fought on the right side. Next, he wants to travel to the site where he died in a battle fought in the shadow of Cliaban Rilag.

There’s an artifact from the battle at Cliaban Rilag that Edér recognizes as his brother’s. However, getting to it requires crossing the campsite of some would-be looters, who are hoping to wait out the Glanfathans standing watch (or alternatively are grateful you killed them, if that’s already happened). They make some anti-Eothasian slur and it ends in a fight.

Afterward, Edér expresses concern over the people with whom he shares a country. With the looters cleared out, an artifact is recovered. Now you need a cipher. If your character is one, you can read the artifact immediately. Kurren can do the reading there. Alternatively, the Grieving Mother can do it and in Act III or later. A Mind Hunter in Twin Elms can also read it.

The reading provides answers, but not the one which Edér sought. His brother traveled into Readceras and met St. Waidwen, and thereafter enlisted in their ranks. But the “why” of it is lost, and Edér is left to wonder what compelled his brother to enter Readceras, and what it was that changed his mind. In determining his own relationship with Dyrwood going forward, he is on his own. Although his quest is complete here, Edér is loyal to you after you’ve done him this favor. He now wants to see your quest through, just as you did his.

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Companion Quests

The Trials of Durance

Character:

Durance

Durance can be added to your party in Act I as you pass through Magran's Fork. This side quest becomes available at the time he joins your party. Durance was a priest of Magran who helped build the bomb that destroyed St. Waidwen. The others who worked on it were killed. He is an anti-authoritarian wanderer who has particular dislike of the Aedyr Empire (and Readceras). He despises Eothas and anyone who worships him. He believes that they were responsible for the Hollowborn crisis. This led him to torture and ruin the souls of many Eothasians during the Purges that took place in Dyrwood in the wake of the Saint's War.

Durance does not know why his Magranic colleagues died or why he was spared, but he assumes he did wrong by his god. Over time he comes to learn that the gods are not unlike the authority figures he so often finds himself at odds with, and that he and the assassinated Magranic clergy were nothing but pawns in the gods' games.

Quest

Objective: Spend time traveling with Durance.

Durance keeps secrets that unravel the more you talk to him. He gets tired of questions, and periodically stops answering them, but opens back up after a rest. If you have Durance in the party in Acts II and III, you will have visions of Durance that lead to further insight into his secrets (after a certain number of rests). You must ask him about more or less everything to be equipped for the last part of his quest, which unlocks after speaking to the gods and learning of Woedica's plot. Using knowledge gleaned from his dialogue, you must try to convince Durance that Magran conspired with Woedica, and that she no longer speaks to Durance—not because he did something to offend her, but because she wanted to cover up what she had done.

If the quest is completed, he goes on to swear revenge against Woedica. If it's not, he lights himself on fire and dies.

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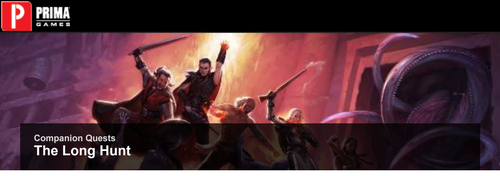

Companion Quests
The Long Hunt

Character:

Sagani

Sagani can join your party in Act I as you pass through Woodend Plains. You can find her and her fox companion at the crossroads in the middle of this area. This side quest begins when you add her to your party.

Sagani: "He thought he was being vague, but I know the area well enough to recognize that he meant this place – right between Defiance Bay and Twin Elms.
"I feel a bad taste in my mouth, but my coin was stole and I'd already left an arrow in his knapsack as a friendly warning. Told him I'd come back and leave him with another if it turned out he was giving me the run around.
"I've been here a week now. Guess he had the last laugh after all."
1: "Hop I see the figurine?"
2: "You could've got after the false Watchers."
3: "...What if I'm Persoq?"

Quest

Objective: Travel to the cliffs you saw in the vision.

As you wander around the wilderness, you get clues about Persoq's whereabouts when Sagani is in the party. Each clue leads to another clue in sequence and serves as a conversation point with Sagani to discuss your collective progress on her quest, as well as issues related to Persoq's legacy, her legacy, and the traditions of her village. These clues play out like Watcher visions, and each clue is activated by finding the previous clue and having Sagani in the party.

Sequential Order of Clues

Woodend Plains Points to Pearlwood Bluff

Talking to Sagani when you meet her initiates the first clue. If she's in your party, Pallegina can tell you she saw bluffs like that south of Defiance Bay when she sailed in. With Moderate perception, you smell the salt in the air and see the expanse of the water—this is somewhere on the coast. With High perception, you see the tracks and ruts of many wagon wheels. It must be near a big city. You can then talk to Sagani and the discussion includes the "legacy" and tradition of the village, a mention of the things happening today that tie back to Persoq.

Pearlwood Bluff Points to Elmshore

When you find the clue on the western cliffs of Pearlwood Bluff, you get another vision. This time, you see an Adra arch in the middle of the wood. It's pretty clear you've never seen anything like this before. If in party, Eder can tell you it's at a place just across the lake from Twin Elms. With Moderate lore: You've heard of this before. There's a row of Adra pillars lined up not far from this. With Moderate-high survival: The soil is soft and moist, and river reed is growing nearby. It's near a body of water. This opens dialog with Sagani about what Persoq was like.

Elmshore Points to Northweald

Finding the adra arch in Elmshore leads to the final vision. You see charred, bare tree trunks standing amidst ruined pillars, broken arches, and circles of stone half-hidden by the undergrowth. Imagery of hunters stalking through the pines. If in party, Hiravias recognizes that this as a high-elevation wilderness north of Twin Elms.

With Moderate-high lore: This looks like a battlefield from the War of Black Trees. It was fought all along the border between the Dynwood and Eir Glanfath, but the scorched-earth tactics were most prominent in the fronts near Twin Elms. With High survival: The rocky terrain and the kinds of evergreens here suggest a high-altitude environment. Somewhere on the slopes of a mountain.

This opens dialog options with Sagani: What mattered to Persoq? When you enter Northweald with Sagani in the party, her figurine glows, and she indicates that you're really, really close. There are three main conclusions the player and Sagani can reach that reflect on Persoq's legacy, the purpose of Sagani's task, and the best direction for your endgame actions. Each of the three discussions listed previously should highlight a particular way of looking at Persoq's legacy (followed by your response options that can draw conclusions that point to any of Sagani's three "outcomes"):

Persoq had a lasting impact on her village. The completion of this tradition has changed her, communicated something meaningful to Persoq, and given her village a meaningful sense of continuity. Only a minority of the leaders and villagers are old enough to remember Persoq, but the effects of his decisions can still be felt.

Persoq sacrificed time with his family for the sake of the village, which is also what she's doing. His family remembers him as caring, but absent. Their memories of him, which are sharper than anyone else's, suggest that he found greatest enjoyment in his limited time with his family. The village would likely have developed well enough without his careful attention, so perhaps he should have stayed home and enjoyed his life.

Her village is defined by the very traditions she and Persoq have upheld. While they're basically meaningless in and of themselves, the village's belief in them makes them important. Her quest is a pointless act that is nevertheless crucial to her village, and her people will find significance in her five-year absence that she never will. By the same token, Persoq's importance is less about the decisions he made as a leader and a person than it is about his symbolic status as a figurehead. To exemplify this, Sagani notes that many people remember Persoq differently (according to their limited experiences/feelings about the past/fears/desires), suggesting that he, like many figureheads, becomes whatever people need him to become.

Finding Persoq

You finally catch up to a white stag in the Northweald. Sagani's figurine glows more brightly, and you recognize Persoq's soul in the deer. He has been felled by Glanfathan hunters. He is dying, and there isn't much time for her to convey her message. Sagani must decide quickly what to say, but there's only time for her to share the most important thing. Sometime after Persoq is found, Sagani has given some thought to what happened, what it meant, and how it relates to your own quest.

Endgame

Sagani is less wrapped up in (or disturbed by) the "no gods" revelation, and her comments on the matter derive from how her personal quest was resolved. She primarily relates to the gods as another embodiment of tradition.

There are three paths to the Endgame. One scenario involves Sagani going home and continuing as a hunter. She becomes even more successful and valued in her tribe. Eventually, she becomes an elder (if she told Persoq about his impact on the village). In another scenario, Sagani goes home and steps down from the long hunts. She decides to spend more time enjoying her family (if she told Persoq about his family). Or, Sagani goes home and continues as a hunter. She becomes even more successful and valued in her tribe, but finds it difficult to connect, feeling as she does the intrinsic meaninglessness of the things that bind society together. She goes on longer and longer hunts (if she decided that it didn't matter what she told Persoq).

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Companion Quests

Time and Tide

Character:

Kana Rua

This companion quest begins when you add Kana to your party. You can do this at the end of Act I when you enter Caed Nua, just outside the front gate of the stronghold. He excitably explains that he has been investigating the stronghold, and could sorely use assistance in venturing past the gathered beasts. He wants to enter the keep and speak with Maerwald for an opportunity to explore the structure itself. He offers to team up with you, since you have similar goals.

Quest

Objective: Find Maerwald

The Endless Paths of Od Nua

Kana Rua is very eager to explore the Endless Paths, seeing it not only as an opportunity to glean crucial information about the Engwithan people, but as the site of the last recorded mention of the Engwithan hero who possessed the work. This Engwithan hero proves to have been one of the Overseers of Od Nua, responsible for clearing the Paths of monsters and rallying defenses.

The Endless Paths themselves provide an obstacle to immediately investigating Gabrannos' tomb; though eager, Kana Rua is content to aid you in your journey until they are capable of tackling the sixth level.

Once they descend, Kana Rua discovers the tomb of Gabrannos. Unfortunately, it's been ransacked, and the tablet on which the text was inscribed has been irreparably shattered.

Kana asks the party to retreat to the surface for a time, so that he might think about what to do next. On the first level of the Endless Paths, the party is ambushed by Leaden Key Agents, hot on the trail of both you and Kana Rua.

Endgame

During several conversations with Kana throughout the game, most notably those involving the Endless Paths, the player has the opportunity to present their views as to whether the pursuit of knowledge is in and of itself worthwhile, and whether the ends justify the means when it comes to collecting that knowledge. These responses shape Kana's own perspective on his mission, animancy, and the Engwithan culture as a whole.

Here's an idea as to which conversations have effects:

Time and Tide quest dialogues over the course of resolving the quest itself (as well as talking to Kana Rua on the way back up from the tablet).

Talking to Kana in the sanitarium about animancy.

Talking to him after the ducal assassination (so at the start of Act III).

Talking to him after speaking with Iovara.

Rest conversations where he discusses animancy or his mission to help Rauatai.

If you encourage a less idealistic view of the Engwithans, and support Kana's mission to help Rauatai, Kana Rua maintains his belief that the holy text he was after left an important mark on the world, even if he didn't get the specific answers he sought. Kana Rua returns home and describes both the good and bad aspects of Engwith culture to the lore college, in the hopes that Rauatai can avoid Engwith's mistakes and carve its own path.

His inability to prove his theory of Engwithan influence diminishes Kana's academic standing, but he is often the subject of much interest from those eager to hear of the world abroad. The report does not bring immediate change, but Kana Rua's voice is soon considered an influential one in the move toward a more collaborative approach to expansion on the northern continent. While Kana knows the gods are not real, he is obliged to keep this particular aspect to himself, to be shared only with indulgent, disbelieving friends.

If you discourage Kana's search for answers altogether, along with his fondness for the Engwithans, Kana Rua's disillusionment with his quest sees him return to Tâkowa with a cloud over him. His quest for answers has only proven that the traditionalists were right, and seeking more truth abroad will only fracture Rauatai. He goes back home, and takes up the argument for isolationism. While the report does not bring immediate change, Kana Rua's voice is considered an influential one in the move toward a more hostile approach to expansion on the northern continent.

If you encourage an idealistic view of the Engwithans, and support Kana's mission, Kana Rua returns home and inspires his people with his talks about Engwith ideals, and becomes a respected and convincing speaker in the move towards becoming more welcoming of foreign influences. While the report does not bring immediate change, Kana Rua's voice is considered an influential one in the move toward a more collaborative approach to expansion on the northern continent.

If you encourage Kana's general search for knowledge, but don't support his view of the Engwithans, or even his approach to solving Rauatai's problems, Kana decides that the mission is flawed from the outset, and the tablet can't provide the answers he wants—but thinks he can find answers by continuing to hunt for knowledge. He sets sail again to explore the world.

If the tablet was not recovered and you encourage Kana's pursuit of knowledge and ambitions for Rauatai during their conversations throughout the game, then (after parting ways) Kana Rua determines that he shall seek out the tablet on his own and descends into Od Nua. He is not heard from again.

If the tablet was not recovered and you discourage Kana's pursuit of knowledge and his plans for Rauatai during their conversations, then Kana Rua decides that the tablet is meaningless and that he no longer cares what it says. He leaves it undiscovered in the depths of Od Nua and returns home empty-handed. Crushed by his failure, he takes up a quiet life as a lore keeper in the college.

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Companion Quests

Dream and Memory

Character:

Grieving Mother

Grieving Mother is a human female Cipher from Dyrwood who can be added to your party in Act II when you travel through Dyrford Village. She stands near Winfrith's Arms and Armory. She acted as a midwife in a local community and was blamed for the births of other Hollowborn children in her community. The Grieving Mother's powerful cipher abilities cause the awareness and perceptions to slide off of her and she is difficult to recognize. Many simply see her as an unremarkable peasant woman, who is not worth addressing.

The Grieving Mother's quest begins when she is first recruited. You progress through it by talking to her and learning more about her mysterious past. Since more of her dreams open up as the game progresses, it is not possible to complete her quest before Act III.

When you first speak to the Grieving Mother, you experience a dream about childbirth. After you've recruited her, ask her how you were able to enter her dream. Offer to share what you saw in her memories, and when she enters a trance, describe the details that you originally saw in the dream: a huge forest, silver adra, and a child that she was bringing forth.

You can then ask her about a place called the Birthing Bell. In the course of asking about her experiences, there and the "tellings" she would give of children's souls, you learn that she was not always honest about what she saw. Confront her about this—and her fear of Watchers—and wait for Act II to progress further.

When resting during Act II, you'll have an eerie dream about childbirth. Talk to the Grieving Mother again and ask about what she's wearing on her wrist. Then ask why she's wearing the birthing chimes. Follow the subsequent conversation, and wait for Act III to progress further.

During Act III, you have a dream about a Hollowborn birth. Talk to the Grieving Mother and tell her that you saw a Hollowborn at the Birthing Bell; she enters another trance, and in this case, you risk losing her completely if you answer her incorrectly. When the option "Your soul is strong" appears, choose it to guide her out of the trance.

When the trance ends, ask her what happened next and learn about her experience with the Hollowborn. You can ask her about the choices she made and influence her accordingly. At the end of this conversation, you can either convince her that what she did in her village was necessary or that she was wrong to control the villagers, no matter her reasons.

Endgame

At some point after you have the conversation about the Hollowborn, she asks you to wipe her memory so that she doesn't have to remember what happened. If you erase the event from her memory, she returns to the Birthing Bell to await new mothers. If you refuse and force her to live with her memories, she returns to the Dyrwood and works as a midwife there.

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Companion Quests
True to Form

Character:

Hiravias

You find Hiravias in Stormwall Gorge where you can add him to your party during Act II. He is a middle-aged orlan druid. Hiravias was raised amongst migrants and has never owned a bookshelf or chest of drawers. He's festooned in pouches and satchels that contain all manner of campaign gear, writing implements, ceremonial items, and half-eaten bits of food.

Hiravias' quest is to find a resolution to his Spiritform—why is his "trueform" such a reviled creature? Is it a reflection on him or his people? Was he being punished for asking, or was he doomed no matter how he discovered his form?

With your help, Hiravias might find his answers with the "dark" druids of Elm's Reach, the Ethik Nôl. Either the Ovate Tamrwn or the Ethik Nôl druid Naca refer you to stone tablets in Blood Sands that give Hiravias insight into his spiritshift form, and ultimately lead him to Burial Isle to find someone with a soul that is twin to his.

You find this druid, Scathden, there—an aumaua. He claims that Hiravias' soul is but a splinter of his own, and proceeds to pick a fight. You may either let it happen or, by passing a skill check, you can prevent the fight.

Defeating Scathden results in either Hiravias' "twin" soul being freed. If Hiravias absorbs his "other soul" he finally understands—Galawain showed Hiravias' true colors—a vicious hunter held back only by his own sense of incompleteness.

If Hiravias declines his other soul, he muses that his emptiness is the best thing that ever happened to him—the Autumn Stelgaer is powerful precisely because of his emptiness, hunger, wrath, and randomness. He is re-affirmed in his devotion for Wael, for he has finally found what it means to draw strength from the unknowable and the uncertain.

If Hiravias lets his soul pass on, he comes to embrace the emptiness and lack as his true strength. Whatever what-if sadness he feels about being reunited with his "twin soul" is countered by pride in the fact that this twin is being reborn elsewhere, with a whole crazy life awaiting him or her.

If you resist a confrontation with Scathden, Hiravias will be irate as this is the worst of all options—since he now knows he has a twin soul living on in an evil druid and if you won't help him solve this, he'll fight Scathden solo if need be.

With regards to the ending of the game, Hiravias will be in favor of either the Strengthen Existing Souls ending (if he joined with his "twin" and re-found Galawain) or the Parts Unknown ending if he's okay with his other half wandering the world.

In either case, Hiravias will have some firsthand knowledge in what your actions might actually mean. In the case of Strengthen Existing Souls, he talks about how he is at last complete and can't be the only person born of a soul cleft from something greater—what greater good could there be than a return to this greater communion of spirits?

Should Hiravias remain a dedicated wanderer of Wael, he boisterously declares his support for the Parts Unknown solution. The lesson he learned is that his "incompleteness" was the great motivator of his life—had he been a "normal" soul his life would have been untested and insignificant. He is joyously content knowing that he traded a what-if-I-were-complete life for the knowledge that his "twin" is out there leading a unique life—for good and for bad. For Hiravias, to not set the souls free would be depriving the world of the lessons, loves, and achievements these souls could/should live out.

Depending on the outcome of this quest, Hiravias can have a change of heart and become "pro" Galawain instead of favoring Wael—this changes how he comments on some of the endgame events and what sort of ending he wants you to enact. The quest can be unlocked only by stopping to chat with your companion. Solving this quest is largely done in conversation, so there are plenty of chances to get disposition points and shape Hiravias' theological leaning.

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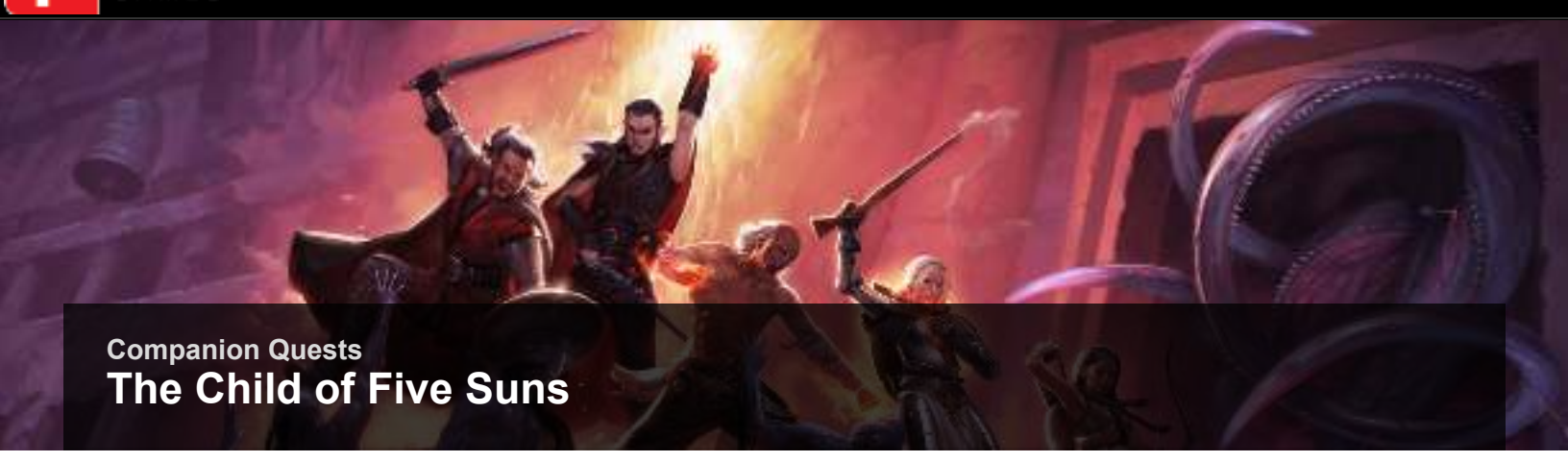

Companion Quests

The Child of Five Suns

Character:

Pallegina Mes Rèi

You can add Pallegina to your party on your way through Ondra's Gift in Act II. She is a godlike (ocean folk) Paladin. She feels she has been wasting time on trivial tasks in Defiance Bay. She believes there are more serious threats to the Vailian Republics and wants your help in pursuing them.

Pallegina mes Rèi was born to human parents in a small fishing village near Biageppe. During childbirth, her unusual body caused her mother enormous pain and internal bleeding. Upon seeing the baby's body, the midwife realized that Pallegina must be a godlike, touched by one of the deities and "blessed" with unusual features. Though she was given the name of her mother's grandmother, her surname, like all godlike among the Vailians, became mes Rèi, forever announcing her presumed divine lineage. Based on her avian features, many people believed (and continue to believe) that Pallegina was blessed by Hylea, the Sky-Mother.

The ducs bels of the Vailian Republics send word to the Vailian embassy in Defiance Bay that a revolution is brewing in the capital. The ducs' concern is the stability of the city and the ability of the ports to remain open for trade. The ducs instruct her to accompany the ambassadors as they negotiate secure export of Vailian holdings from the city in the months leading up to a presumed revolt.

Pallegina believes that the ducs are thinking in ordinary financial terms only—that they are overly concerned with the traditional resources of maritime trade and not enough in the technology of animancy that both Dyrwoodan and Vailian patrons and researchers are unlocking. She believes that while the ducs' plan would protect many of their investments, they would lose inestimable wealth in animancy research and technology.

Pallegina shirks some of her duties to the embassy and begins investigating the underlying causes of revolutionary talk, shadowing figures at the ducal palace and interrogating information brokers. When she discovers that animancy itself may be a key element of the political upset, she tries placing herself closer to the attendants and courtiers of the erls and (Dyrwoodan) duc. Due to her political allegiances and appearance, this gets her nowhere and ultimately earns her a reprimand from the leadership of the order. She returns to her duties accompanying the ambassadors, but looks for an opportunity to restart her investigation.

In encountering the Watcher, Pallegina recognizes a potential ally in her investigation. She urges the Watcher to assist her in finding the parties who are conspiring to outlaw animancy in the Dyrwood —and possibly the Vailian Republics. After her continued snooping results in an assassination attempt against her, Pallegina is convinced she needs to help you stop the threat. Unfortunately, her superiors do not agree, and instead send her to broker a trade deal between the Vailian Republics and Eir Glanfath. Though she has serious misgivings about her ducs' plans, the trip does allow her to travel with the Watcher to Twin Elms.

Pallegina: "Gods damn that son of a curl" The angry woman clenches her jaw and stares out toward the harbor with glimmering golden eyes. Eventually sensing your presence, she turns her feathered head toward you

Leading up to the end of the story, Pallegina's conflict hinges on how she brokers the trade deal with Eir Glanfath. If she follows the ducs' command to steal trade from the vulnerable Dyrwoodans, she believes it may lead to suffering and war. If she disobeys her orders and arranges more equitable terms for the Dyrwood, she knows she may pay for it, but is confident it will be better in the long run.

Endgame

If Pallegina lives, but her quest was never completed, she's disgraced and cast out of the Brotherhood of Five Suns.

If Pallegina follows her orders, she's honored by the ducs of the Republics.

If Pallegina disobeys her orders and the Dyrwood isn't strengthened by the Watcher's gift of souls, she's banished from the Republics.

If Pallegina disobeys her orders and the Dyrwood is strengthened by the Watcher's gift of souls, she's banished from the Republics for a few years, but then pardoned.

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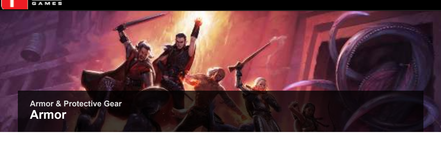


Armor

Armor is designed to be worn by characters of any class, though certain class mechanics lend themselves to wearing heavier or lighter armor. For example, fighters and paladins tend to wear heavier armor for added protection. The lowered speed from the heavy armor is an acceptable trade off because they can do a lot of damage at melee range with massive weapons. On other hand, monks and wizards tend to wear lighter armor since speed is so critical to their attacks and spells.

Unlike weapons, armor cannot be switched during combat and players cannot prepare "sets" to swap out from the equipment screen. For this reason, decisions about the armor to wear will be largely strategic, rather than a tactical response to the current enemy.

While specific armor items can have their own names, all armor falls into a number of distinct typed categories. As one armor type improves, it does so in lockstep with other armor types. This provides an obvious progression across categories.

Armor always has sections that can be tinted by player- or designer-selected colors. These may be larger or small portions of the outfit, but as a rule, they are almost always cloth and almost never metal (unless completely enameled).

Every type of armor has a single base Damage Reduction (DR) rating, and several strengths and weaknesses against certain Damage Types, which determine its effectiveness against such attacks. Additional protections may be added through crafting. Armor with higher DR ("weight") comes with some drawbacks, however, as the heavier armors correlate with speed penalties, affecting attack speed.

Types of Armor

Armor consists of any "body" outfits that characters wear, from simple cloth to elaborate suits of plate armor. The same piece of armor can be worn by any race, class, and gender. Similar to weapons, armor scales to its wearer's size. However, unlike weapons, armor is not universally scaled; its racial variants are entirely separate assets.

Cloth

Simple clothing, light and unrestrictive.

Padded

The lightest proper armor, either an undercoat or independent suit.

Hide

Layers of animal hide, primitive and crudely fashioned.

Leather

Boiled, hard leather shaped into fitted pieces of armor.

Scale

Overlapping horn or metal (or even drake) scales sewn to a cloth or leather backing.

Breastplate

A solid breastplate with minimal backing, typically worn over ordinary clothing or light padding.

Mail

Interlocking riveted metal links, typically in the form of a hauberk.

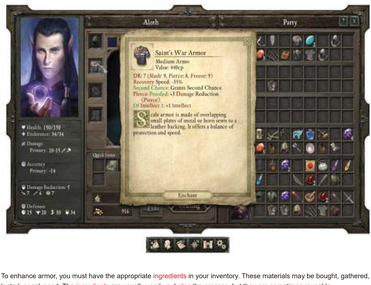
Brigandine

A mid-length coat of small metal plates sandwiched between and riveted to cloth/canvas backing, typically worn with padded cloth sleeves.

Plate

The heaviest armor, plate consists of large (usually) steel plates over mail with a light padded jacket underneath.

Armor Enhancements



To enhance armor, you must have the appropriate ingredients in your inventory. These materials may be bought, gathered, looted, or salvaged. The ingredients are usually used up during the process, but they are sometimes reusable.

All enchanting is done using three ingredients: a creature part, a plant/herb, and a gem. The counts of each ingredient may vary, but there are always three ingredients. Additionally, there may be a copper cost that's subtracted directly from your total wealth.

Each enhancement is has an associated "cost" value. This is used in the crafting system, as well as when calculating the value of an item in copper pieces (cp). Cost values on mods are added together to derive the cp total and the value does not scale linearly.

Enchanting armor can provide a bonus in quality, secondary damage, and slaying capabilities. Each of these has it own advantages and when combined it can make a good weapon awesome. Note that armor has a limit on mods and can have no more than 1 quality mod, 3 additional mods, and 12 total points of mods.

Armor Enchantments

Name	Properties	Creature Part	Plant	Gem	Cost	Level	Total Crafting Cost
Proofing							
Armor - Burn Proofed	+3 Damage Reduction (Burn)	Awakened Root	Burned Lady	Jasper	100	1	215 cp
Armor - Corrode Proofed	+3 Damage Reduction (Corrode)	Wurm Wing	Blood Moss	Agate	100	1	185 cp
Armor - Crush Proofed	+3 Damage Reduction (Crush)	Wurm Wing	Springberry	Amethyst	100	1	180 cp
Armor - Freeze Proofed	+3 Damage Reduction (Freeze)	Awakened Root	Cave Coral	Jasper	100	1	215 cp
Armor - Pierce Proofed	+3 Damage Reduction (Pierce)	Binding Copper	Setters Arrow	Turquoise	100	1	202 cp
Armor - Shock Proofed	+3 Damage Reduction (Shock)	Spear Spider Leg	Golden Celery	Jasper	100	1	185 cp
Armor - Slash Proofed	+3 Damage Reduction (Slash)	Beetle Shell	Dyrcap	Amethyst	100	1	220 cp
Attribute Bonus							
Armor - Of Constitution 1	+1 Constitution	Troll Skin	Cave Coral	Bloodstone	300	2	425 cp
Armor - Of Constitution 1	+1 Constitution	Troll Skin	Cave Coral	Bloodstone	300	2	425 cp
Armor - Of Constitution 2	+2 Constitution	Spirit Residue	Cave Coral	Diamond	1000	5	1470 cp
Armor - Of Dexterity 1	+1 Dexterity	Vessel Bone	Dyrcap	Bloodstone	300	2	425 cp
Armor - Of Dexterity 2	+2 Dexterity	Dank Spores	Dyrcap	Diamond	1000	5	1480 cp
Armor - Of Intellect 1	+1 Intellect	Skuldr Ear	Springberry	Bloodstone	300	2	425 cp
Armor - Of Intellect 2	+2 Intellect	Xaurip Tongue	Springberry	Diamond	1000	5	1470 cp
Armor - Of Might 1	+1 Might	Binding Copper	Pilgrims Crown	Bloodstone	300	2	435 cp
Armor - Of Might 2	+2 Might	Primal Wind	Pilgrims Crown	Diamond	1000	5	1470 cp
Armor - Of Perception 1	+1 Perception	Awakened Root	Orlans Cradle	Bloodstone	300	2	435 cp
Armor - Of Perception 2	+2 Perception	Spirit Residue	Orlans Cradle	Diamond	1000	5	1470 cp
Armor - Of Resolve 1	+1 Resolve	Wurm Wing	Cave Coral	Bloodstone	300	2	395 cp
Armor - Of Resolve 2	+2 Resolve	Primal Rock	Cave Coral	Diamond	1000	5	1470 cp
Quality							
Armor - Exceptional	+4 Damage Reduction	Withrack Brain	St Gyrans Horn	Sapphire	2100	8	3210 cp
Armor - Fine	+2 Damage Reduction	Ooze Plasma	Pilgrims Crown	Adra	600	4	723 cp
Armor - Superb	+6 Damage Reduction	Adra Dragon Scale	Admeths Wyrt	Emerald	4500	12	5420 cp

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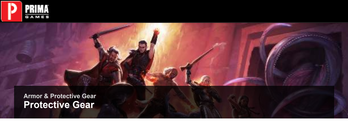

Protective Gear

Protective Equipment

Armor is the major form of Damage Reduction that covers the body, but there are several other categories of protective equipment. Each of these items can be placed into its own slot to provide Damage Reduction and additional bonuses.

Head

Helms, hats, diadems, and other doo-dads all go in the head slot. These slots have more flexible roles than the armor and weapon slots. Head items can influence a variety of statistics and provide all sorts of different effects.

Like other pieces of worn gear, head slot items scale with the character; however, one race type, the godlike, are explicitly barred from wearing head gear (because they have oddly-shaped heads).

Most of the base head items are cosmetic, meaning they give no inherent in-game bonus. They are still an excellent tool to easily distinguish characters, though. Head items that grant statistical bonuses appear at higher levels.

Hands

The hands slot is for gloves, gauntlets, and similar items. Many suits of armor visually cover the hands, but those meshes are replaced if the character is wearing something specific in the hands slot.

Feet

The feet slot is for shoes, boots, and similar items. Like hand gear, many suits of armor visually cover the feet, but those meshes are replaced if the character is has an item placed in the feet slot.

Neck

Neck items include items like amulets and necklaces, but also cloaks and capes. The former are not visually rendered on the character at all, but the latter are. For this reason, there are wearable cosmetic capes that players can equip. Amulets and necklaces that grant bonuses are always magical in some way.

Rings

Every character has two ring slots. Rings are special because they contribute bonuses that stack with item/spell bonuses (but not with each other). Rings are not shown on the character. Magical rings are often signifi cantly more valuable than items of other types because of how their bonuses stack.

Waist

Belts and girdles are waist items, though they are never rendered on the character. As with amulets and necklaces, there are no wearable non-magical waist items.

Protective Properties

For all protective equipment, "weight," in the physical sense, is not a factor. Every armor and protective piece takes up one inventory slot. The major considerations are the different types' Damage Reduction bonuses and Attack Speed penalties.

Damage Reduction is subtracted from incoming damage (to a set minimum percentage) and Attack Speed penalties multiply the "Cool down" of any given attack (rather than slowing down the animation itself). Movement speed is not modified because it is valuable for only certain character types (e.g., most monks, barbarians, rogues), whereas Attack Speed is valuable for all character types.

Example Damage Calculation

The target wears armor that has 12 DR, but it's 40% less effective against crushing attacks. The Damage Reduction for crushing attacks would be only 7.2. An attack that deals 15 crushing damage would reduce the stamina for 7.8 points (15 - (12 * 0.6)) while an attack that deals 15 slashing damage would reduce the stamina for only 3 points (15 - 12).

Shields are not used offensively, but provide Deflection bonuses to the bearer. Mechanically, there are only three types of shields (small, medium, and large). As shields increase in size, they grant superior Deflection, but reduce the Accuracy of outgoing attacks. A small shield inflicts no Accuracy penalty. Like armor, shields can be enchanted, but only in terms of Quality. This modification has three options: exceptional, fine, and superb, which provide 2-6 Damage Reduction.

Shields

Small

Buckler-sized, held in the hand, facing forward from the knuckles (like a weapon). Typically (but not always) round.

Medium

The traditional "heater" or Viking round shield size. Worn on the arm.

Large

Kite shield-size (though not always in the perfect "kite" shape). Worn on the arm.

Armor

Armor consists of any "body" outfits that characters wear, from simple cloth to elaborate suits of plate armor. Their primary purpose is to grant Damage Reduction to characters at a cost of Attack Speed (the rate at which non-movement actions are performed).

Cloth

Simple clothing, light and unrestrictive.

Padded

The lightest proper armor, either an undercoat or independent suit.

Hide

Layers of animal hide, primitive and crudely fashioned.

Leather

Boiled, hard leather shaped into fitted pieces of armor.

Scale

Overlapping horn or metal (or even drake) scales sewn to a cloth or leather backing.

Breastplate

A solid breastplate with minimal backing, typically worn over ordinary clothing or light padding.

Mail

Interlocking riveted metal links, typically in the form of a hauberk.

Brigandine

A mid-length coat of small metal plates sandwiched between and riveted to cloth/canvas backing, typically worn with padded cloth sleeves.

Plate

The heaviest armor, plate consists of large (usually) steel plates over mail with a light padded jacket underneath.

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Armor & Protective Gear

Cloth

The lightest and least restrictive of all armor types, cloth is what all "normal" outfits in the game count as. Because of this, cloth has the largest representation in the game, from Dynwoodan peasant garb to Valian finery. While it can provide DR just like any other armor, it is not considered "real" armor, just clothing.

Simple Clothing

Clothing

Value: 20cp

This outfit is extremely simple, consisting of little more than a rough shirt and breeches made from uncomfortable material.

Dyrwoodan Clothing

Clothing

Value: 20cp

Though most Dyrwoodans originated in the Aedyr Empire, Dyrwodan clothing has changed a great deal since the initial waves of colonization. Dyrwoodans favor tough garments, often made from wool and deerskin. Due to the changing weather of the Eastern Reach, vests and other layers are common in Dyrwodan daily outfits.

Ixamitl Clothing

Clothing

Value: 20cp

The Ixamitl Plains are vast and fertile savannahs to the north of the Eastern Reach. Though the climate is warm, it is less oppressively humid than the heart of Aedyr. Ixamitl clothing is heavily layered, using cotton and highly decorated wool in equal measure. Extensive beadwork is another defining feature of Ixamitl garments, found both in jewelry and incorporated into the fabric itself.

Vailian Clothing

Clothing

Value: 20cp

The Valian Republics pride themselves on their elaborate clothing. At the heart of a vast trade empire, the republics have access to myriad textiles and dyes that they use in their garment industry. Citizens of the republic favor dark colors, elaborate patterning, high collars, and voluminous sleeves and breeches.

Aedyre Clothing

Clothing

Value: 20cp

As Aedyr is located near Eora's equator, the Aedyrans favor clothing that is light, loose, and comfortable. Most of their garments are made of linen, often using the natural color of the fiber mixed with colorful dyes to bold, simple patterns.

Robe

Light Armor

DR: 3

Recovery Speed: -15%

Value: 40cp

Cloth armor consists of layers of wool or linen cloth. Though it does not provide much protection, it is the least restrictive type of body armor.

Fine Robe

Light Armor

DR: 5

Recovery Speed: -15%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Robe

Light Armor

DR: 7

Recovery Speed: -15%

Exceptional: +4 Damage Reduction

Value: 440cp

Gwisk Glas

Light Armor

DR: 9

Recovery Speed: -15%

Superb : +6 Damage Reduction

Second Chance: Grants Second Chance.

1 per rest

Speed: Instant

Effects:

User: Revive with 30 Endurance

Of Might +2: +2 Might

Value: 1140cp

Created by a Glanfathan monk, Gwisk Glas (Green Garb) was her way of honoring the forest that was her home. Clad in clothing designed to disguise her against the leaves and branches, she could sneak upon her quarry and attack while they were still unaware of her presence. Her strikes were powerful and sure, dealing devastating blows to those unfortunate enough to have angered her. She, in turn, proved as tenacious as a vine, for whenever she was struck down she would only rise again, ready to continue the fight.

Starlit Garb

Light Armor

DR: 7

Recovery Speed: -15%

Exceptional: +4 Damage Reduction

Of Perception +1: +1 Perception

Value: 1040cp

This somber set of robes is flecked with bright, shimmering points of white, in imitation of a starry night sky. It was commissioned by an aging scholar, whose love of astronomy and failing eyesight pressed her to request a set of enchanted garb, which would allow her to pursue her studies for years to come.

Rundl's Finery

Light Armor

DR: 5

Recovery Speed: -15%

Of Intellect 1: +1 Intellect

Fine: +2 Damage Reduction

Value: 440cp

Though wealthy and well-educated, one Valian noble found himself all but shunned by his peers. He lacked an eye for fashionable dress, and had no particular talent for debate, finding that he could not articulate any portion of his admittedly vast pool of knowledge. While his colleagues held grand debates on the intricacies of aristocracy, or the state of the Valian Republics, he stood apart.

At last, desperate, the noble turned to a local wizard, and requested a set of clothing that might elevate him above the crowd and give him opportunity to prove his wits. The result was a marvel, perfectly fitted and accentuating his features in such a way that he was immediately the center of attention.

The nobleman soon found, however, that his plan worked too well—for it was the wizard, Rundl, whose name became associated with the fine clothing, and who found his work much in demand in the coming seasons.

Leaden Key Robes

Light Armor

DR: 3

Recovery Speed: -15%

Value: 40cp

The Leaden Key is a secretive group often regarded as a superstition, for so many deeds of varying complexity and severity are attributed to them as to render the stories farcical. It subsequently features in children's games and the ravings of madmen, and is generally dismissed as such by most.

Whatever the truth may be, someone has taken much care in the weaving of these robes, the hems of which are lined with finely embroidered symbols and letters that appear to be Engwithan in origin.

Skaen Cultist Robes

Light Armor

DR: 5

Recovery Speed: -15%

Fine: +2 Damage Reduction

Value: 240cp

Those who plot the destruction of their superiors while keeping an impassive face will whisper a prayer to Skaen. Political rebels also call upon him for justice, in the hope that he will intercede on their behalf with Woedica, with whom he is associated. However, Skaen is an unforgiving deity: if a supplicant lips his hand or acts too rashly, the god will abandon them. The same goes for those who actually achieve their ambitions and rise to a higher station—they can no longer count on Skaen for aid.

These robes are comprised of little more than a simple, undyed piece of cloth, tied at the waist by a thick cord. They have been used during the grim rituals of the Skaenite faithful, it seems, for they are spattered with patches of blood, both recent and long-dried.

Blood-Blessed Skaen Cultist Robes

Light Armor

DR: 7

Recovery Speed: -15%

Exceptional: +4 Damage Reduction

Value: 440cp

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Armor & Protective Gear
Padded

Padded is the lightest armor to be considered proper armor and can either consist of a padded undercoat or armor in its own right (in any case, it's always worn alone).

Padded Armor

Light Armor

DR: 4 (Crush: 5, Pierce: 5, Burn: 3, Corrode: 3)

Recovery Speed: -20%

Value: 40cp

Padded armor consists of heavily quilted wool or linen and offers modest protection against crushing attacks. Though it cannot protect against heavy attacks, it does not slow its wearers down much.

Fine Padded Armor

Light Armor

DR: 6 (Crush: 8, Pierce: 8, Burn: 5, Corrode: 5)

Recovery Speed: -20%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Padded Armor

Light Armor

DR: 8 (Crush: 10, Pierce: 10, Burn: 6, Corrode: 6)

Recovery Speed: -20%

Exceptional: +4 Damage Reduction

Value: 440cp

Angio's Gambeson

Light Armor

DR: 6 (Crush: 8, Pierce: 8, Burn: 5, Corrode: 5)

Recovery Speed: -20%

Fine: +2 Damage Reduction

Athletic: +2 Athletics

Value: 340cp

The renowned Vailian acrobat, Angio, wore this garment while performing jaw-dropping feats that seemed to defy the laws of nature and the standards of good sense. He would leap and tumble across wires suspended high above the ground, and while there is no evidence that this gambeson actually reduced his intelligence, his concern for safety lessened as his fame and skill grew.

He forswore the wearing of safety harnesses and, eventually, the use of any kind of safety rope, claiming that these tethers limited his ability to perform. While his skill never failed him, one of his tightropes unfortunately did. He plunged to his death at the foot of Ancenze Fortress.

Vengiatta Rugia

Light Armor

DR: 10 (Crush: 13, Pierce: 13, Burn: 8, Corrode: 8)

Recovery Speed: -20%

Superb: +6 Damage Reduction

Retaliation: Retaliate when hit by a Melee Attack

Of Dexterity +1: +1 Dexterity

Value: 940cp

This superbly-crafted set of armor is dyed a dark maroon. The dye is uneven and splotchy, making it look like it was colored by an amateur. In a way, it was. Vengiatta Rugia ("Red Vengeance") was worn by a young Vailian woman who witnessed the murder of her family at the hands of mercenaries serving a powerful ducess. When the authorities questioned her, she pretended that trauma had erased any memory of the incident.

Yet while she feigned shock-induced oblivion, she trained in secret. Since she couldn't wear armor or weapons without attracting attention, she took up work as a seamstress and learned to sew a sturdy garment that would protect her without garnering too much notice. She also refitted a stiletto with the handle of an awl, allowing her to carry it without raising suspicion.

By the time she began hunting her family's killers, she was quick with her stiletto and inconspicuous in her padded armor. She assassinated them one by one, each time soaking a piece of her garment in the blood of her latest victim.

Jack of Wide Waters

Light Armor

DR: 8 (Crush: 10, Pierce: 10, Burn: 6, Freeze: 11, Corrode: 6)

Recovery Speed: -20%

Exceptional: +4 Damage Reduction

Freeze Proofed: +3 Damage Reduction (Freeze)

Value: 540cp

Kakuma was a famed aumaua swashbuckler and the original wearer of this garment. She sailed from her homeland of Rauatai to the infamous Deadfire Archipelago. There, she escorted merchant and passenger ships through pirate-infested waters. Among her most frequent clients were the Naasitaqi dwarves, who ventured to the continents to the north on both personal and tribal sojourns.

Her fair dealings, bravery in combat, and skill at sea made Kakuma a loved and respected figure in the archipelago and among the Naasitaqi.

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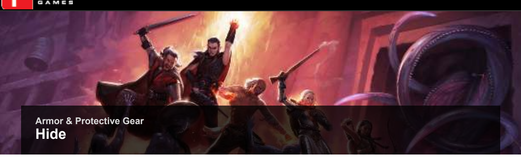

Armor & Protective Gear
Hide

Layers of animal hide, too crudely finished and soft to be "real" leather armor. Hide is primitive armor and generally worn only by the wilder Glanfathan tribes.

Hide Armor

Light Armor

DR: 5 (Pierce: 6, Freeze: 6, Corrode: 3)

Recovery Speed: -25%

Value: 40cp

Hide armor is commonly worn by woodsmen, Glanfathan explorers, and those who favor speed over protection. Hide armor is made of layers of soft leather. Though its construction often requires multiple layers to provide dependable protection, it does little to slow its wearer in combat.

Fine Hide Armor

Light Armor

DR: 7 (Pierce: 9, Freeze: 9, Corrode: 4)

Recovery Speed: -25%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Hide Armor

Light Armor

DR: 9 (Pierce: 11, Freeze: 11, Corrode: 5)

Recovery Speed: -25%

Exceptional: +4 Damage Reduction

Value: 440cp

Blaidh Golan

Light Armor

DR: 7 (Pierce: 9, Freeze: 9, Corrode: 4)

Recovery Speed: -25%

Break Out: x0.5 Stun duration, x0.5 Knock Down duration

Preservation: +10 Defense while Stunned, +10 Defense while Prone

Fine: +2 Damage Reduction

Value: 440cp

Blaidh Golan ("Wolf Heart") is said to have been blessed by the Lord of the Hunt himself. A human hunter, showing skill with a bow and arrow beyond any before seen, caught Galawain's attention one day. Galawain proposed a bargain—if the hunter could best him in a hunting contest, Galawain would present her with armor that would bestow upon her the power of a wolf. For a week, both hunters tracked their respective quarry through the woods and, when the contest was ended, the hunter had felled the most game. True to his word, Galawain presented her with Wolf Heart, which gave her the crafty and evasive nature of its namesake.

Seven Skuldr's-Worth

Light Armor

DR: 9 (Pierce: 11, Freeze: 11, Corrode: 5)

Recovery Speed: -25%

Exceptional: +4 Damage Reduction

Stealthy: +2 Stealth

Value: 540cp

A rural Dyrwoodan legend holds that armor crafted from the hide of the nocturnal, secretive skuldr imbues the wearer with preternatural stealth. Determined to best every likeminded fellow to test this superstition before him, one enthusiastic hunter crafted this hide from no fewer than seven skuldrs. Though it is unclear what effect the quantity had, the result is a dark-hued armor that blends undeniably well with the shadows.

Husk of the Great Western Stag

Light Armor

DR: 9 (Pierce: 11, Freeze: 11, Corrode: 5)

Recovery Speed: -25%

Exceptional: +4 Damage Reduction

Of Perception +2: +2 Perception

Athletic: +2 Athletics

Value: 940cp

A folk tale tells of a stag that could outwit any hunter. The beast would see his enemies approach before they ever came within sight, and outrun them easily, leaving no trail to follow. At last, a great hunter declared that he would be the one to kill the stag, for no quarry had ever eluded him before. The man set out early the next morning, vowing to return triumphant. Neither hunter nor stag, however, were ever seen again. Some claim the hunter succeeded and decided not to return, his prowess proved to the only one that mattered. Some say the hunter fell to a trick, and that the stag fled, seeking lands where it would never again be troubled by hunters.

The crafter of this armor favors one telling of the tale, for the Husk of the Great Stag is said to have been made from that same stag's hide. Dressed in the stag's skin, the wearer is granted the beast's fleet-footed alertness, able to keep one step ahead of hidden dangers.

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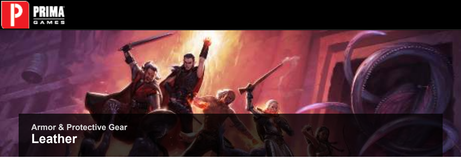

Armor & Protective Gear

Leather

Boiled, hard leather shaped into fitted pieces of armor. Leather looks much different from hide and is more protective due to its design and creation process.

Leather Armor

Medium Armor

DR: 6 (Slash: 9, Corrode: 3)

Recovery Speed: -30%

Value: 40cp

Stiffer and more durable than ordinary hide armor, leather armor is shaped and boiled in oil to achieve its distinctive finish and toughness. Leather armor is often chosen by adventurers who want a balance of protection and speed.

Fine Leather Armor

Medium Armor

DR: 8 (Slash: 12, Corrode: 4)

Recovery Speed: -30%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Leather Armor

Medium Armor

DR: 10 (Slash: 15, Corrode: 5)

Recovery Speed: -30%

Exceptional: +4 Damage Reduction

Value: 440cp

Night-Runner

Medium Armor

DR: 8 (Slash: 12, Corrode: 4)

Recovery Speed: -30%

Fine: +2 Damage Reduction

Stealthy: +2 Stealth

Of Resolve +1: +1 Resolve

Value: 540cp

Night-Runner was the prized possession of a prominent Dynwoodan thief. Dark as the night sky, the armor allowed him to slip past guards unseen, and the thief was able to infiltrate vaults and keeps considered impenetrable. Contracts others wouldn't even consider, he took without a second thought. In the very unlikely event he was discovered, he seemed able to withstand even the most arduous beatings and still escape with his target.

Aloth's Leather Armor

Medium Armor

DR: 8 (Slash: 12, Corrode: 4)

Recovery Speed: -30%

Fine: +2 Damage Reduction

Value: 240cp

Kerdhed Pames

Medium Armor

DR: 8 (Slash: 12, Corrode: 4)

Recovery Speed: -30%

Fine: +2 Damage Reduction

Of Resolve +3: +3 Resolve

Value: 840cp

This armor was owned by an Aedyran man who belonged to a band of mercenaries who called themselves "the Walkers." At any one time, there were only five members, each with a specific set of skills. The first walker was strong, the second was agile, the third was a marksman of unparalleled skill, the fourth was blessed with incredible endurance, and the fifth possessed irresistible charm. Each of the Walkers wore armor that enhanced their already formidable skills. Clad in Kerdhed Pames ("Fifth Walker"), the Aedyran had once been known to talk a Kulklin noble into trading his prize mare for a half-finished jug of ale.

Rebel's Call

Medium Armor

DR: 6 (Slash: 9, Corrode: 3)

Recovery Speed: -30%

Preservation: +10 Defense while Stunned, +10 Defense while Prone **Major Spellbind:** Armor of Faith: Grants Armor of Faith. Creates a tangible shield of faith, increasing the Damage Reduction of allies in the area of effect.

3 per rest

Range: 15m

Area of Effect: Friendly Target + 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +4 Damage Reduction

Value: 340cp

Rebel's Call was worn by a Vailian farmer who joined the fight for independence when the Vailian Republics seceded from Grand Vailia. While not a seasoned fighter, he had the spirit and drive to inspire his fellow soldiers, and his quick thinking saw him surviving what might otherwise be crippling attacks from far more experienced foes. While he didn't survive to see the free Republics, his sacrifice was remembered by all whose lives he touched.

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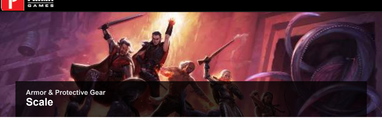

Armor & Protective Gear

Scale

Overlapping horn or metal (or even drake) scales sewn to a cloth or leather backing. Scale armor does not need to consistently cover the wearer in scales, just to be the dominant element of the armor.

Scale

Medium Armor

DR: 7 (Slash: 7, Pierce: 5, Freeze:9)

Recovery Speed: -35%

Value: 40cp

Scale armor is made of overlapping small plates of metal or horn sewn to a leather backing. It offers a balance of protection and speed.

Fine Scale

Medium Armor

DR: 9 (Slash: 11, Pierce: 7, Freeze: 11)

Recovery Speed: -35%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Scale

Medium Armor

DR: 11 (Slash: 14, Pierce: 8, Freeze:14)

Recovery Speed: -35%

Exceptional: +4 Damage Reduction

Value: 440cp

Saint's War

Medium Armor

DR: 7 (Slash: 7, Pierce: 5, Freeze:9)

Recovery Speed: -35%

Pierce-Proofed: +3 Damage Reduction (Pierce)

Second Chance: Grants Second Chance

Value: 240cp

Autumn Fire

Medium Armor

DR: 11 (Slash: 14, Pierce: 8, Burn: 14, Freeze: 14)

Recovery Speed: -35%

Exceptional: +4 Damage Reduction

Spell Holding: Woodskin – Grants Woodskin

Burn-Proofed: +3 Damage Reduction (Burn)

Of Dexterity: +2 Dexterity

Value: 940cp

Created by a Glanfathan blacksmith to honor those killed in the War of Black Trees, Autumn Fire commemorates Cas Rawdha Dhal, a battle in which members of the Three-tusk Stelgaer tribe, lying in wait, charged out of a burning forest on the backs of their Stelgaer mounts, annihilating the contingent of Dynwoodan soldiers that had thought its victory assured by its choice of tactics.

Made of scale armor to give the wearer the appearance of a dragon, Autumn Fire, like the Three-tusk Stelgaer, refuses to succumb to flames, and makes its wearer as one with the trees.

Hirbel's Protective Skin

Medium Armor

DR: 9 (Slash: 11, Freeze: 11)

Recovery Speed: -35%

Fine: +2 Damage Reduction

Pierce-Proofed: +3 Damage Reduction (Pierce)

Safeguarding: +10% of incoming Crits converted to Hits

Value: 540cp

The young village of Gilded Vale was beset by a particularly territorial fire dragon in the early years of the Dynwood's colonial period. It was believed that the beast was provoked by the construction of Raedric's Hold nearby. The first Lord Raedric cemented his popularity—and that of his house—when he gathered a dozen of his finest soldiers and slew the dragon himself.

Hirbel, the master armorsmith of House Raedric, forged this armor from the beast's scales, and Lord Raedric II famously wore it during the War of Defiance. Despite the armor's exceptional durability, the many scars and scratches testify to the use it saw during the war.

The tree engraved on the cuisses commemorates House Galthbin, which presided over the then-eldorn of Yenwood. That Lord Raedric went to battle against the earl's forces when the earl remained loyal to *Aedyr* was a source of great irony.

Pike's Pride

Medium Armor

DR: 7 (Slash: 9, Pierce: 5, Freeze: 9, Corrode: 10)

Recovery Speed: -35%

Corrode-Proofed: +3 Damage Reduction (Corrode)

Of Dexterity: +2 Dexterity

Value: 540cp

Born into a family of fishmongers, one young Aedyran decided that he would give up the family trade and take up the sword instead. He swore that he would find greater fortune than ever was bestowed upon his family. When he sought out opportunities to prove herself, however, he was often scorned—for he came from lowborn stock, and his line had achieved little of note.

Discouraged, the lad returned home—only to find that his family, eager to see him achieve his wishes, had pooled what coin they had to commission a suit of armor that might keep him safe. The lad asked the smith to craft a set of gleaming scale armor, bright as the flashing scales of a fish and just as light and quick. He called it Pike's Pride, and while he wore it he found himself immune to whatever foul words his detractors might level at him.

Scales of the Raven

Medium Armor

DR: 9 (Slash: 11, Pierce: 7, Freeze: 11)

Recovery Speed: -35%

Fine: +2 Damage Reduction

Stealthy: +2 Stealth

Of Intellect: +2 Intellect

Value: 740cp

Once a simple set of scale mail worn by an elven scout of the Fisher Crane tribe, it was transformed, along with its wearer. The scout and his party ambushed an expeditionary force that had ventured too far into the Thein Bog. One of the explorers, a wizard, cursed the scout with a spell that turned him into a raven. The scout survived the battle and took advantage of his new form to track the wizard back to his tower.

When the scout broke the curse, he found that his armor retained some of the affliction's magic. Far-sighted and nearly undetectable, he broke into the wizard's tower, evading its magical defenses, and killed him in his sleep.

The suit is black and form-fitting, and the feather-like scales grow in erratic whorls. They fall off over time, only to grow back again in new patterns.

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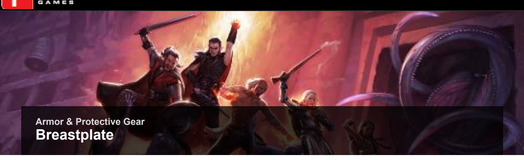

Armor & Protective Gear

Breastplate

A solid breastplate with minimal backing, typically worn over ordinary clothing or light padding. It provides middling protection.

Breastplate

Medium Armor

DR: 8 (Pierce: 12, Freeze: 6, Shock: 6)

Recovery Speed: -40%

Value: 40cp

Breastplates are popular for offering a modest amount of protection without the restrictive movement of heavier mail and full suits of plate armor. Due to their widespread use by warriors from the Vailian Republics, the fashion of clothing and padding worn under breastplates typically reflects Vailian styles.

Fine Breastplate

Medium Armor

DR: 10 (Pierce: 15, Freeze: 8, Shock: 8)

Recovery Speed: -40%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Breastplate

Medium Armor

DR: 12 (Pierce: 18, Freeze: 9, Shock: 9)

Recovery Speed: -40%

Exceptional: +4 Damage Reduction

Value: 440cp

Osric's Family Breastplate

Medium Armor

DR: 12 (Pierce: 18, Freeze: 9, Shock: 9)

Recovery Speed: -40%

Exceptional: +4 Damage Reduction

Second Chance: Grants Second Chance.

1 per rest

Speed: Instant

Effects:

User: Revive with 30 Endurance

Value: 540cp

This old breastplate has its share of battle scars, but it's clearly been well preserved over the years and still bears some of its original shine. The symbol of a flame is emblazoned across its middle.

Hand and Key

Medium Armor

DR: 10 (Pierce: 18, Freeze: 8, Shock: 8)

Recovery Speed: -40%

Pierce-Proofed: +2 Damage Reduction (Pierce)

Fine: Grants Second Chance.

Value: 340cp

Worn by Pefrel, a paladin of the Kind Wayfarers, this breastplate bears an elegant relief of two hands presenting a key. Pefrel commissioned the armor to demonstrate his dedication to the idea of opening paths and doors for those who might otherwise find the passage too dangerous. While his devotion to the order dictated almost every facet of the man's life, Pefrel was also a faithful adherent of the god Berath, and the Hand and Key served as a personal reminder that the final door he opened would bring him into the god's keeping.

Elardh Dwr

Medium Armor

DR: 12 (Crush: 15, Pierce: 18, Freeze: 9, Shock: 9)

Recovery Speed: -40%

Exceptional: +4 Damage Reduction

Sturdy: +15 Defense against Prone attacks, +15 Defense against Push attacks

Of Might: +1: +1 Might

Crush-Proofed: +3 Damage Reduction (Crush)

Value: 840cp

An order of Glanfathan fighters earned the name Elardh Dwr—or Steel Swan—because of their prowess and theatrics in battle. Beautiful and resilient, they came to be known as an elite group of warriors that could not be stopped on the battlefield. The strongest of blows could not topple them. Each wore one of these breastplates, inscribed with a swan, announcing to all who fought them that they were not to be trifled with.

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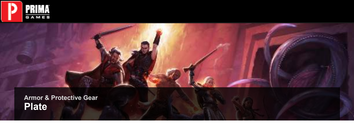

Plate

The heaviest armor, plate consists of large (usually) steel plates over mail with a light padded jacket underneath.

Plate Armor

Heavy Armor

DR: 12 (Slash: 18, Shock: 6)

Recovery Speed: -50%

Value: 200cp

The heaviest armor in regular use by adventurers and soldiers, plate armor protects its wearers from all but the most severe blows. It is comprised of three layers: the base padding, a suit of mail, and the top layer of steel plates.

Fine Plate Armor

Heavy Armor

DR: 14 (Slash: 21, Shock: 7)

Recovery Speed: -50%

Fine: +2 Damage Reduction

Value: 400cp

Exceptional Plate Armor

Heavy Armor

DR: 16 (Slash: 24, Shock: 8)

Recovery Speed: -50%

Exceptional: +4 Damage Reduction

Value: 600cp

Animat Armor

Heavy Armor

DR: 12 (Slash: 18, Shock: 6)

Recovery Speed: 0%

Value: 200cp

Crucible Plate Armor

Heavy Armor

DR: 12 (Slash: 18, Shock: 6)

Recovery Speed: -50%

Value: 200cp

Crucible Knight Officer Armor

Heavy Armor

DR: 14 (Slash: 21, Shock: 7)

Recovery Speed: -50%

Fine: +2 Damage Reduction

Value: 400cp

He Carries Many Scars

Heavy Armor

DR: 14 (Slash: 21, Shock: 7)

Recovery Speed: -50%

Fine: +2 Damage Reduction

Defiant: x1.5 Armor Damage Reduction when under 25% Health

Of Constitution +1: +1 Constitution

Value: 700cp

This armor was forged in honor of the Readoaran monk Rugnfar, who came to believe that as long as no enemy could inflict more pain upon him than he could upon himself, he could never truly be subjugated by anyone. Conscripted by his government to quell the uprisings inspired by St. Wadwen, Rugnfar became a frightful presence on the battlefield—for every injury he sustained at the hands of an enemy, he would inflict one twice as severe, drawing strength from the pain that enabled him to fight through injuries that would've caused anyone else to collapse on the ground. He would charge his enemies covered in blood with tears in his skin from hand to foot, and his foes would shrink at the sight of him, believing as he did that it was not in their power to injure such a man.

Near the end of the rebellion, when the rebels had all but overthrown the government, Rugnfar found himself in a battle defending against St. Wadwen's main forces. Accounts claim that he was the last on his side to remain alive, and he was approached by St. Wadwen himself in the end. As the story goes, the living god looked him over and gave a slight bow, permitting him to fall upon his own blade, that he might remain free.

The armor bears many artificial scars added by the blacksmith to make its wearer as imposing as the figure that inspired it, though it wears its real scars with equal pride.

Sanguine Plate

Heavy Armor

DR: 12 (Slash: 21, Shock: 6)

Recovery Speed: -50%

Slash-Proofed: +3 Damage Reduction (Slash)

Retaliation: Retaliate when hit by a Melee Attack

Value: 400cp

Despite popular assumption, the Sanguine Plate was not named for its blood-spattered appearance. It was originally owned by a barbarian from Rauatai, and while his combat style did frequently leave the Sanguine Plate in need of a good polishing, it was actually named in reference to the owner's jolly nature.

He was popular around town and in the taverns of the nearby port, where he was quick to buy friends and visitors a drink and glad to hear the news from abroad. However, his seemingly inexhaustible good humor was counterweighted by a hair-trigger temper, and it was said that none who actually saw him in a bad mood lived to tell the tale.

Argwes Adra

Heavy Armor

DR: 14 (Slash: 21, Crush: 17, Shock: 10)

Recovery Speed: -50%

Fine: +2 Damage Reduction

Crush-Proofed: +3 Damage Reduction (Crush)

Shock-Proofed: +3 Damage Reduction (Shock)

Value: 600cp

Then Grèf Admeth Hadret passed the "Ten Years" Treaties on the anniversary of the War of Black Trees, he outlawed the looting of Engwithian ruins. While this was a popular move among the Glanfathans—as well as the frontier villagers who frequently found themselves the subject of the tribes' vengeance—it was an unwelcome change for the traders and adventurers who had made their living selling Engwithian artifacts.

Quite a few vendors, however, took to commissioning and selling replicas. Many fakes were so skillfully made that even scholars had difficulty distinguishing between them, and ciphers were sometimes hired to attest to the authenticity of high-value objects.

Argwes Adra ("Adra Armor") actually was taken from ruins near the Court of Bowing Ashes, but it so closely resembled two known fakes that it famously passed through Defiance Bay, Ancenze, and Selona before an animancer in Barda recognized its authenticity.

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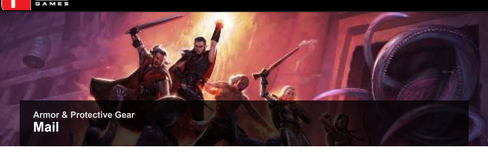

Armor & Protective Gear

Mail

Interlocking riveted metal links, this is traditional "chain" armor, typically consisting of a hauberk. Mail is also part of plate armor, but here it is worn alone.

Mail Armor

Medium Armor

DR: 9 (Slash: 14, Crush: 5)

Recovery Speed: -45%

Value: 40cp

Mail armor is quite popular for its protective qualities, especially against slashing attacks. Mail is comprised of thousands of small rings of steel that form a flexible mesh. Normally worn over a padded jacket, mail protects well, but restricts its wearer in combat.

Fine Mail Armor

Medium Armor

DR: 11 (Slash: 17, Crush: 6)

Recovery Speed: -45%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Mail Armor

Medium Armor

DR: 13 (Slash: 20, Crush: 7)

Recovery Speed: -45%

Exceptional: +4 Damage Reduction

Value: 440cp

Sun-Touched Mail of Hyran Rath

Medium Armor

DR: 11 (Slash: 17, Crush: 6)

Recovery Speed: -45%

Minor Spellbind: Sunbeam: Grants Sunbeam. Calls down a shaft of intense sunlight, Burning and potentially Blinding enemies in the area of effect.

3 per rest

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 20-35 Burn, Blinded for 15 sec vs. Reflex (+15 Accuracy)

Fine: +2 Damage Reduction

Value: 440cp

The paladin Hyran Rath came across a countryside village beset by guls and made it his life's work to rid the world of the undead. He believed that their very existence was a blasphemy against the gods and a scourge on all kith, and, having observed the creatures prowling by night and skulking in dark places, he fell prey to then-common misconceptions about their nature. He had his order create armor that shone with the light of the sun, believing them vulnerable to daylight. Unfortunately, he tested his theory in the cleansing of a crowded fampyr den, discovering too late that the light only alerted the creatures to his presence. Published research by animancers has since dispelled many of the dangerous myths surrounding the undead.

Lost Meadow Mail

Medium Armor

DR: 13 (Slash: 20, Crush: 7)

Recovery Speed: -45%

Exceptional: +4 Damage Reduction

Of Constitution +3: +3 Constitution

Value: 1040cp

Ixamitl legends speak of a verdant meadow hidden among the rolling grasslands. Wildflowers grow as tall as folk, and the meadow is forever kissed by the mild sun and cooled by a gentle breeze. Clever trackers, fearless hunters, and innocents fleeing injustice are said to stumble upon the meadow, suddenly finding themselves in a place of perfect peace where streams flowing with fresh water are always close at hand and grain falls milled from the sheaf. It is a land of plenty, and it is unknown whether those who find their way to the meadow are unable to leave or whether they simply choose not to.

At the center of the meadow, a place the peoples of Ixamitl regard as the center of Eora, grows a tree bearing small, red fruit. It is said that the fruit can restore and reinvigorate even the frailest of individuals. This armor was supposedly anointed with the pulp of one of these fruits and imbued with essence from its pit.

Wurmwull

Medium Armor

DR: 11 (Slash: 20, Crush: 6, Burn: 14)

Recovery Speed: -45%

Fine: +2 Damage Reduction

Burn-Proofed:

+3 Damage Reduction (Burn)

Slash-Proofed: +3 Damage Reduction (Slash)

Of Intellect 1: +1 Intellect

Value: 640cp

A dragon hunter in Readceras commissioned this armor to protect himself from slashing claws and fiery breath. He enjoyed a long and successful career until he chanced upon a lake dragon and was pulled into the water, drowning in his heavy mail.

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Armor & Protective Gear

Brigandine

A mid-length coat of small metal plates sandwiched between and riveted to cloth/canvas backing, typically worn with padded cloth sleeves. Brigandine is the heaviest and most protective armor short of plate.

Brigandine

Heavy Armor

DR: 10 (Slash: 15, Shock: 8, Corrode: 8)

Recovery Speed: -50%

Value: 40cp

Despite its unassuming appearance, brigandine provides impressive protection to its wearer at a cost of speed in combat. It is made of dozens of steel plates sandwiched between canvas or leather. The plates are held in place by distinctive rivets across the surface of the brigandine.

Fine Brigandine

Heavy Armor

DR: 12 (Slash: 18, Shock: 9, Corrode: 9)

Recovery Speed: -50%

Fine: +2 Damage Reduction

Value: 240cp

Exceptional Brigandine

Heavy Armor

DR: 14 (Slash: 21, Shock: 11, Corrode: 11)

Recovery Speed: -50%

Exceptional: +4 Damage Reduction

Value: 440cp

Heldrik's Coat

Heavy Armor

DR: 14 (Slash: 21, Freeze: 17, Shock: 11, Corrode: 11)

Recovery Speed: -50%

Exceptional: +4 Damage Reduction

Sturdy: +15 Defense against Prone attacks, +15 Defense against Push attacks

Freeze-Proofed: +3 Damage Reduction (Freeze)

Value: 640cp

An anomaly among Readcerans, Heldrik was a renowned explorer. If there was a stretch of land that could be trod upon, he endeavored to reach it. He became enamored with the harsh beauty of the White that Wends after an early expedition, and resolved to travel there as often as he was able. Accustomed to more temperate climes, he pooled the coin he'd gathered selling exotic artifacts to commission armor, which might protect him against the bitter cold of the southern reaches.

Coat of Ill Payment

Heavy Armor

DR: 16 (Slash: 24, Shock: 12, Corrode: 12)

Recovery Speed: -50%

Superb: +6 Damage Reduction

Retaliation: Retaliate when hit by a Melee Attack

Of Resolve +1: +1 Resolve

Value: 940cp

Äru-Brekr

Heavy Armor

DR: 12 (Slash: 18, Pierce: 15, Shock: 9, Corrode: 9)

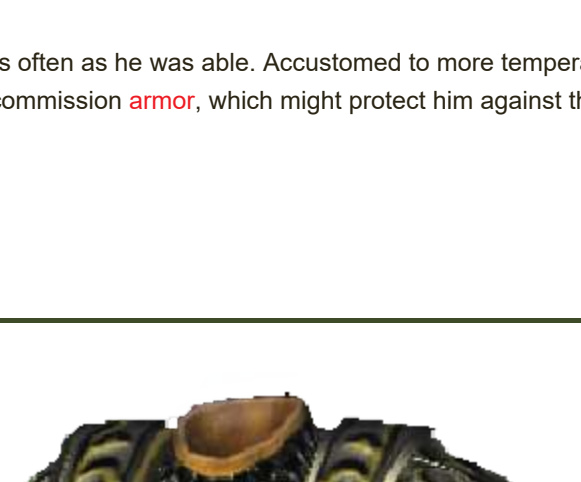
Recovery Speed: -50%

Fine: +2 Damage Reduction

Pierce-Proofed: +3 Damage Reduction (Pierce)

Value: 340cp

This robust brigandine has been repeatedly reinforced by the Aedyran adventurer who once owned it. Thickly padded, the armor was dubbed Äru-Brekr (Arrow Breaker). It served the adventurer well, until her fame and fortune made her grow complacent, and she allowed an opponent to get too close. While Arrow Breaker protected her from projectiles, it didn't provide the same protection against a mace to the side of the head.



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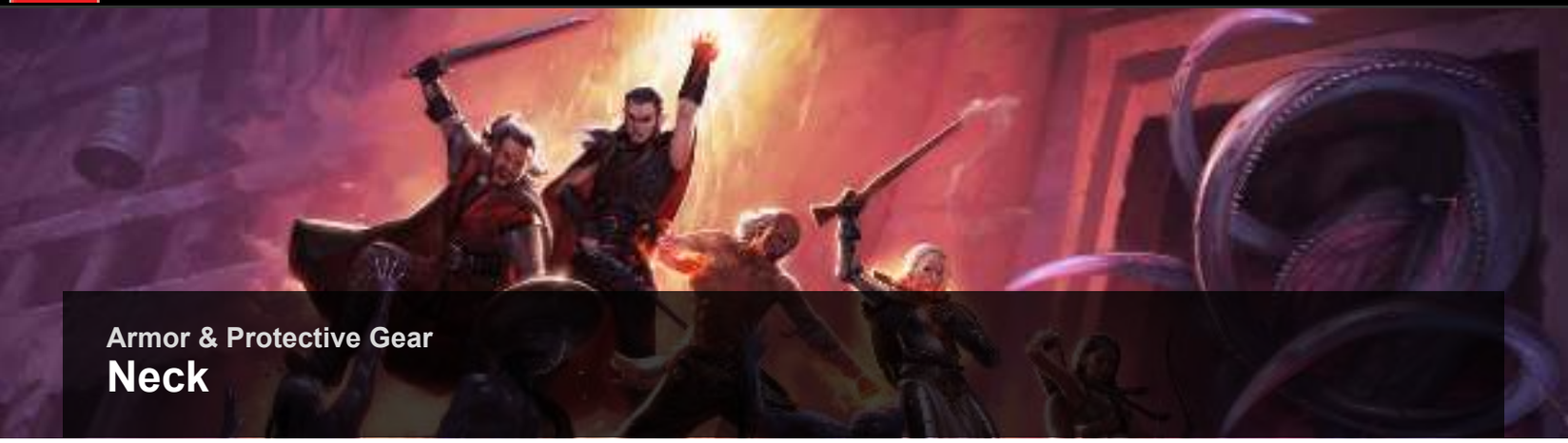

Armor & Protective Gear

Neck

Neck items include amulets and necklaces, but also cloaks and capes. The former varieties are not visually rendered on the character at all, but the latter are. For this reason, there are wearable cosmetic capes that players can equip. Amulets and necklaces that grant bonuses are always magical in some way.

Amulets/Necklaces/Torcs

Amulets are most often gems, medallions, or other items worn around the neck. While some serve a purely ornamental purpose, many are imbued with charms and spells to aid the wearer. Torcs are stiff rings worn around the neck. Like amulets, they often have magical properties.

Voice of the Mountaintop

Neck, Weapon, One-handed

Only usable by: Chanter

Chanter area of effect Bonus: x1.2 Chant Area of Effect

Value: 110cp

Dwarven chanters of the White March are said to have mastered projection techniques to such a degree that they can trigger distant avalanches with their voices. Whether or not this specific rumor is true, they are known to chant between peaks and across rugged valleys, exchanging messages with their brethren across great distances.

This amulet was forged by an ancient order of druids in the White March, precursors to the Ethik Nôl of Twin Elms. It was worn and passed down from one watchman to the next, men and women who stood guard atop the high peaks, ready to warn their fellows of approaching armies.

Engwithan Adra Ban Amulet

Neck

Of Might +3: +3 Might

Value: 610cp

Carved from a solid piece of adra and decorated with woven brass, this amulet appears to be extremely old. It is slightly warm to the touch.

Rotward Amulet

Neck

Immune Boost: x0.5 Poison effect tick rate, x0.5 Disease effect tick rate

Value: 110cp

Torc of the Falcon's Eyes

Neck

Of Perception +2: +2 Perception

Value: 410cp

Fulvano's Amulet

Neck

Reflex Bonus 1: +2 Deflection

Healing Bonus: x1.1 Healing

Value: 310cp

Though never as famed as he would claim, the Vailian explorer Fulvano was known as an eccentric who wished to see the world. Where possible he traveled by foot to gain a local's appreciation for the sights, sounds, and smells of the lands he passed through. In practice, however, Fulvano often claimed that his explorations proved only that the world outside of the Vailian Republics was a foul, smelly place that paled in comparison to his homeland.

This amulet is said to have belonged to Fulvano. He was a man much taken with mild superstitions, and this talisman, he said, was a source of luck. It also served more sentimental purpose, for it depicts one of the great ships commonly seen at the docks of his homeland.

Soulward Amulet

Neck

Of Will +5: +5 Will

Value: 100cp

This brilliant bloodstone amulet has a strange aura about it. As you hold the gem, you think you hear a woman's voice.

Amulet of Health

Neck

Max Endurance Bonus: +20 Max Endurance

Value: 110cp

Brîshalgwin Mindmarker

Neck

Only usable by: Cipher

Soul Whip Bonus: x1.1 Focus Gain

Value: 110cp

The brîshalgwin, or "mind hunters," were known throughout Eir Glanfath centuries before Aedyran and Vailian animancers introduced formal scholarship on ciphers to the continent. They were respected - and feared—for their abilities to perceive soul connections.

When Aedyran colonists first settled in the Dyrwood, they quickly aroused the ire of their Glanfathan neighbors by trespassing—sometimes accidentally and sometimes intentionally—on Engwithan ruins. An orlan of the Three-Tusk Stelgaer tribe, a mute but preternaturally gifted cipher, used her abilities to monitor the border ruins and track the colonists who encroached upon them.

To aid in her investigations, the anamfath of Three-Tusk Stelgaer gave her this amulet, thought to be a relic of the Engwithans themsleves. The public gift of such a revered artifact was a political move as well as a practical one, and it galvanized Glanfathan resistance to the settlers, particularly within Three-Tusk Stelgaer. It was lost, however, when the cipher was killed in a raid on a farming settlement.

Dream Dancer's Sidestep

Neck

Of Dexterity +2: +2 Dexterity

Value: 410cp

Dream Dancer was a famed performer, known for dancing a variety of male and female parts. In addition, this individual was a skilled and nimble archer. Upon the performer's death, it was discovered that a silver torque with a shimmering green stone had been imbued with a piece of the dancer's soul, allowing some of his or her legendary skill to live on. Given Dream Dancer's slender build and reclusiveness, it was never truly known whether this renowned artist was a man or woman.

Willowstone of Daenysis

Neck

Max Endurance Bonus: +20 Max Endurance

Value: 110cp

Glanfathan Adraswen

Neck

Glanfathan Adraswen: +1 Uses of per-rest abilities with 4 or more charges

Value: 110cp

Drinking Horn of Moderation

Neck

Unconquerable: +2 Intellect while Endurance above 50%, x1 Focus Gain while Endurance above 50%

Value: 310cp

This small drinking horn was commissioned by a group of road wardens who, after many dangerous journeys through the Living Lands, decided they needed something to commemorate their past adventures and steel themselves for new ones.

Some believe that an entire set of these horns was created. Chanters of the Living Lands tell stories of men and women taking swigs from these horns only to charge headfirst into battle, shouting elaborate insults about the ancestry of their enemies. But if other horns exist, none has been found.

Bound to a leather strap, the horn is encircled by verdigris-encrusted scale bands and is engraved along one side. Most of the script has long since worn off, but the words “...used with moderation” remain.

Spellward Amulet

Neck

Spell Defense Bonus: +10 Defense against spells

Value: 110cp

Necklace of Fireballs

Neck

Necklace of Fireballs: Grants Fireball. Summons a flaming ball of molten earth that explodes at a targeted location, causing Burn damage to all in the area of effect.

Speed: Fast

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: AoE: 25-35 Burn vs. Reflex (+10 Accuracy)

Value: 110cp

Bradford's Pear of Lusciousness

Neck

Spell Defense Bonus: +10 Defense against spells

Value: 110cp

Amulet of Summer Solstice

Neck

Minor Spellbind: Sunbeam: Grants Sunbeam. Calls down a shaft of intense sunlight, Burning and potentially Blinding enemies in the area of effect.

3 per rest

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 40 (Average)

Effects: AoE: 20-35 Burn, Blinded for 15 sec vs. Reflex (+15 Accuracy)

Burn-Proofed: +3 Damage Reduction (Burn)

Value: 310cp

Little is known of the origins of this mystical amulet, but the markings around the embossed sun emblem suggest that it is centuries old. To most, it looks like any old piece of jewelry, but in the hands of an individual whose soul has an affinity for the magical arts, the amulet glows brightly and feels warm to the touch. No larger than an old coin, it hangs from a gold chain.

Amulet of Joka’te

Neck

Of Resolve +2: +2 Resolve

Value: 410cp

This amulet was taken from the ruins of Eir Glanfath by imperial agents in 2664 AI.

Attempting to shatter the new and fragile peace between Gréf Admeth Hadret and the Glanfathans, they found themselves in possession of numerous powerful and mysterious artifacts.

Aedyran wizards and animancers took a particular interest in this piece, particularly when an imperial Watcher claimed to see the soul of the forests of the Dyrwood within it. However, when one of the wizards studying the amulet was driven mad, research ground to a halt. The artifact changed hands, and it was believed to have been stolen back by a Glanfathan rogue.

The teardrop-shaped amulet hangs from a silver rope. It bears an image of a cardinal in flight on the front and runic engravings on the back. Wearing it produces a strange vibration that is felt rather than heard, as if something in the amulet resounds within the wearer’s very soul.

Torc of Defiance

Neck

Only usable by: Ranger

Defiance: +10 Defense against Charmed attacks, +10 Defense against Confused attacks, +10 Defense against Dominated attacks

Of Concentration +10: +10 Concentration

Value: 210cp

The Core

Neck

Of Perception +2: +2 Perception

Value: 410cp

This copper locket is the legacy of some of the Engwithans' early soul experiments. The crystal inside is filled with the essence of dozens of souls. While no one is entirely certain of its original purpose, it is believed that this was created in one of the first attempts to build and control animats.

It is said that, unable to get out, some of the souls have lost their sanity, while others formed a unique collective consciousness that kept the memory and talents of each alive. Those who wear it will swear they hear voices talking to them, guiding their actions.

The locket is scratched and inlaid with simple nielloed patterns. The crown base is decorated with a stylized bear head. Upon opening the locket, you see a six-sided crystal that appears dark at first. However, as you gaze into it, it warms with an orange glow.

Unwavering Resolve

Neck

Of Intellect +2: +2 Intellect

Of Resolve +1: +1 Resolve

Value: 610cp

Young Talino Keal and his father were ambushed by vithrack whilst on their way to Twin Elms. Before the child even registered the strange arachnids, his father thrust something into his hands and told him to run.

As he turned to flee, the creatures blasted him with psionic energy. Talino's mind reeled, nearly overcome by the insidious power. Suddenly, he was pulled back to his immediate surroundings. Half sprinting, half stumbling away from the vithrack and his stricken father, Talino made it to the edge of town before he collapsed. The town guards were baffled at how the child had withstood the attack.

The item his father had given him was an old silver medallion. It was badly worn and missing its chain, and the words "Do not yield to fear" were barely visible upon its surface. As soon as he came of age, Talino joined the personal guard of a local thayn. When he did, he strung it on a thin silver chain and commissioned a priest to enchant the medallion with additional protective wards. Talino went missing years later whilst on an expedition in the White March.

Stalker's Torc

Neck

Only usable by: Ranger

Stalker's Link Bonus: Modifies Stalkers' Link.

Value: 110cp

Talisman of the Unconquerable

Neck

Unconquerable: +2 Intellect while Endurance above 50%, x1 Focus Gain while Endurance above 50%

Value: 310cp

Tallan's Amulet

Neck

Of Will +10: +10 Will

Value: 210cp

This amulet consists of an engraved circular disc, carved from bone and hanging from a simple leather cord.

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Armor & Protective Gear

Capes/Cloaks/Mantles

Capes/Cloaks/Mantles

Capes, cloaks, and mantles can be worn for protection from the elements and from prying eyes alike. Many are woven with spells to provide additional defense or enhanced abilities to the wearer.

Cloak of the Fox and Hunter

Neck

Summon Noble Creature: Grants Summon Noble Creature. Summons a noble creature to fight by your side.

Range: 6m

Interrupt: 40 (Average)

Effects: Target: 1-6 Slash

Summon: Beagle Dog

Of Will +5: +5 Will

Of Reflex +10: +10 Reflex

Value: 510cp

Dyrwoodan legend tells the story of a hunter who spent days in the woods, trying to find food for her family. In her first trap, she caught a boar. “Please, great hunter,” the boar begged when she approached, “I am no ordinary boar. I am the ruler of my kind. If you free me, I will reward you greatly!” So the hunter freed the boar, who ran off laughing, never to be seen again.

Her second trap caught a turkey. “Please, powerful hunter,” the turkey said when she approached, “I am no ordinary turkey! I am the ruler of my kind. If you free me, you will get rewards such that you cannot imagine.” So the hunter released the turkey, who also ran off laughing, never to be seen again.

The final trap held a fox. “Please, mighty hunter,” the fox began as she approached. “I will not free you,” said the hunter. “Already I have lost two wonderful meals. I will not lose a third. If you truly will reward me, then I will free you, but you must leave something of yours behind so I know you will return.” So the fox left behind the length of its legs, enchanting the hunter’s cape with its grace and reflexes. The fox returned to its kind, but was rejected for its short-legged appearance. “You look like a dog!” her fellows taunted. No longer welcome among her kind, the fox returned to the hunter and offered another deal: she would aid the hunter in all endeavors as payment for her life. This cloak represents the bargain between the fox and the hunter.

Weathered and worn, this cloak is tan with light splotches. When pulled over the head, the corners look like erect dog ears.

Rymrgand’s Mantle

Neck

Freeze DR Bonus: +5 Damage Reduction (Freeze)

Mechanic: 20% of Freeze Damage converted to Endurance

Value: 210cp

Minor Cloak of Detection

Neck

Value: 10cp

Shimmering Cloak

Neck

Ranged Deflection Bonus: +10 Deflection against ranged attacks

Minor Spellbind: Mirrored Image: Grants Mirrored Image. Creates duplicates of the caster to distract enemies, granting a high Deflection bonus which is reduced with each hit taken.

Speed: Instant

Effects: Caster: +20 Deflection until damaged for 60 sec

Value: 510cp

Cloak of Prevalent Shadows

Neck

Aura of Stealth: +1 Stealth

Value: 210cp

Cape of Withdrawal

Neck

Disengagement Defense Bonus: +15 Defense when Disengaging

Value: 110cp

Cloak of the Tireless Defender

Neck

Only usable by: Fighter

Increased Constant Recovery: Modifies Constant Recovery.

Value: 210cp

The most famous battle of the Saint's War, other than the one that took place at Halgot Citadel, was the sack of Mercy Vale.

While the main force of Saint Waidwen's army marched on the Dyrwood from the north, two brigades approached from the east, reaching Cold Morn from a pass through the White March. The villagers of Cold Morn allowed the Readcerans to continue unopposed, an act of cowardice that still draws curses from Dyrwoodans today. The soldiers headed north, planning to join the rest of the army at New Yarma.

The villagers of Mercy Vale had little warning and no time to prepare, but they fought to hold the Readcerans back as long as they could. Though the town was burned to the ground after a few days of fighting, the delay allowed the villages and tribes on the way to New Yarma to organize successful guerilla campaigns. It's widely believed that the battle at Mercy Vale, as well as the many skirmishes in the wilds, kept the Readcerans from reaching Halgot Citadel before the Godhammer was in place.

When survivors and family members eventually returned to see what was left of Mercy Vale, this cloak was one of the only items that had escaped the flames. Completely undamaged, it draped the corpse of a warrior who'd fallen in the middle of town, the body so covered in wounds that identification was impossible.

Cape of Deflection

Neck

Of Deflection +5: +5 Deflection

Value: 310cp

Cloak of Minor Missiles

Neck

Minor Spellbind: Minoletta's Minor Missiles: Grants Minoletta's Minor Missiles. Summons three spell missiles that batter the target, inflicting Crush damage.

3 per rest

Projectiles: 3

Range: 15m

Interrupt: 0 (Weakest)

Effects: Foe Target: 14-26 Crush vs. Deflection (+20 Accuracy)

Burn DR Bonus: +5 Damage Reduction (Burn)

Shock DR Bonus: +5 Damage Reduction (Shock)

Value: 410cp

Mantle of the Dying Boar

Neck

Dying Boar: +5 Endurance, +4 Will

Value: 110cp

Shroud of Mourning

Neck

Of Resolve +3: +3 Resolve

Corrode-Proofed: +3 Damage Reduction (Corrode)

Freeze-Proofed: +3 Damage Reduction (Freeze)

Value: 810cp

The rough texture and faded color of this cloak suggest that it is ancient. The symbols and runes along the edges indicate Engwithan origins.

Scholars of Engwithan culture have translated an old story about a father driven mad with grief by the death of his son. He entered a permanent state of mourning, donning the traditional garb of the bereaved and locking himself in his keep. The story suggests that he performed horrific experiments upon the living in an effort to resurrect his dead son. His mourning clothes were said to be infused with power as a result of these experiments.

Lilith's Shawl

Neck

Aura of Stealth: +1 Stealth

Of Perception +3: +3 Perception

Value: 810cp

This cloak feels so light that it's easy to forget you're wearing it. The unmistakable scent of the sea breeze, cool and salty, wafts from the fabric. Though moth-eaten and ragged around the edges, it keeps the chill at bay. Its faded colors seem to blend in with its surroundings.

You found this in the lighthouse of Ondra's Gift. The tower had been uninhabited for a century and a half, and its last occupant, the lighthouse keeper, supposedly died there when the Aedyrans invaded. It was rumored that her spirit haunted the tower still, watching for ships on the horizon.

Cloak of the Obsidian Order

Neck

Value: 10cp

The Obsidian Order is shrouded in mystery, with even the Hand Occult having few clues about their origins. Some scholars have speculated that the order's members are a diverse group from all over Eora, brought together by their love of exploration, fierce battle, and wondrous stories.

Cloak of Protection

Neck

Of Fortitude +10: +10 Fortitude

Of Reflex +10: +10 Reflex

Of Will +10: +10 Will

Value: 610cp

Erij's Radiance

Neck, Cape

Only usable by: Paladin

Of Intellect +2: +2 Intellect

Value: 410cp

This cloak was a gift given in friendship to a knight, Erij, by a Kulklin dignitary in the early days of the Aedyran Empire. Impressed by the knight's noble qualities, the gift quickly became symbolic of the new alliance between elf and folk. The cloak has changed hands since then, but it is still regarded as a high honor by all who receive it.

The shimmering gold fabric is embroidered with red and silver scrollwork done in fine silk. The back of the cloak displays the outlines of an open rose. It always looks clean and well-mended.

Cloak of an Eothasian Priest

Neck

Of Will +10: +10 Will

Value: 210cp

See description under “Capes / Cloaks / Mantles.”

This cloak is embroidered with the sunburst emblem of Eothas.

Cloak of Many Feathers

Neck

Of Dexterity +1: +1 Dexterity

Athletic: +2 Athletics

Value: 310cp

The Cloaks of Many Feathers are assembled over several generations. In the same way that some orlan followers of Hylea are known to devour birds to steal their songs, the members of the orlan clans near Maiden Falls have developed a coming-of-age ritual for young hunters.

To prove his or her prowess, each young hunter was tasked with tracking one of the great eagles of the nearby mountains and retrieving a feather. The collected feathers were woven into a cloak, which would either be bestowed on the most skilled hunter in the tribe or, on rare occasions, given to honored allies.

A few silver pinions are scattered among the red, black, and brown feathers of the cloak. The overall pattern brings to mind autumn foliage. It feels light on your shoulders.

Minor Cloak of Protection

Neck

Of Fortitude +5: +5 Fortitude

Of Reflex +5: +5 Reflex

Of Will +5: +5 Will

Value: 310cp

Cloak of the Theocrat

Neck

Minor Spellbind: Minoletta's Minor Missiles: Grants Minoletta's Minor Missiles. Summons three spell missiles that batter the target, inflicting Crush damage.

3 per rest

Projectiles: 3

Range: 15m

Interrupt: 0 (Weakest)

Effects: Foe Target: 14-26 Crush vs. Deflection (+20 Accuracy)

Burn DR Bonus: +5 Damage Reduction (Burn)

Shock DR Bonus: +5 Damage Reduction (Shock)

Value: 410cp

Finreah's Grace

Neck

Of Dexterity +3: +3 Dexterity

Value: 610cp

Finreah was the owner and primary performer of a traveling dance troupe that dazzled audiences around the world. Her acrobatic performances were known far and wide, and one of her signature elements was a garish pink cape. Though her competitors took to wearing brightly-colored capes in their own performances, none was as memorable as hers. It was rumored that she had woven it with performance-enhancing magics. Hot pink and edged with silver, this cape draws attention. A wide silver stripe runs down the middle.

Mantle of Wreathing Flame

Neck

Aura of Wreathing Flame: Grants Wreathing Flame. Calls upon the dreadful strength of the storm, granting an electrical aura that deals Shock damage to and Terrifies anyone nearby.

3 per rest

Area of Effect: 5.0m Radius (base 5.0m) from Caster

AoE Duration: 30 sec

Effects: AoE: -16.7 Endurance over 10 sec

Value: 110cp

Hiro’s Mantle

Neck

Retaliation: Retaliate when hit by a Melee Attack

Crush-Proofed: +3 Damage Reduction (Crush)

Pierce-Proofed: +3 Damage Reduction (Pierce)

Value: 310cp

Legend has it that this red cloak was once worn by a famed swordsman of the Deadfire Archipelago. He sailed a caravel, navigating the island chain and dodging pirate ships as he delivered valuable cargo for his clients. He was known for his speed and cunning on the high seas—few pirates managed to catch up to him, and those that did quickly regretted it.

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Armor & Protective Gear

Hands

The hands slot is for gloves, gauntlets, and similar items. Many suits of armor will visually cover the hands, but those meshes are replaced if the character is wearing something specific in the hands slot.

These items offer a variety of benefits. While some grant protection in combat, many have magical properties that empower the wearer in other ways.

Gauntlets of Ogre Might

Of Might +2: +2 Might

Value: 410cp

Minor Bracers of Deflection

Of Deflection +5: +5 Deflection

Value: 310cp

Healing Hands

Minor Spellbind: Restore Light Endurance: Grants Restore Light Endurance. Shares a portion of the priest's divine strength, restoring some Endurance to all allies in the area of effect.

3 per rest

Speed: Fast

Range: 5m

Area of Effect: 3.0m Radius (base 3.0m)

Effects: Friendly AoE: +15 Endurance

Value: 410cp

Gauntlets of Accuracy

Accurate 2: +5 Accuracy

Value: 210cp

Blood Testament

Only usable by: Monk

Bonus Melee Damage from Wounds: 2% Raw Damage per Wound

Value: 110cp

A monk from the Abbey of the Cloven Wheel mastered suffering by taxing her body to its limits each day. Such was her discipline that her sensitivity to pain—and her ability to redirect it—reached heights previously unknown in her order. Following her death in battle, the fellows of the abbey gave her bloodied hand bandages a place of honor in their great hall. An unknown thief stole the bandages, along with several other relics in 2802 AI. Since then, the wrappings have circulated among various monks of different orders.

Spirit Spiral

Value: 10cp

These bracers are made from a coiled strip of bronze. Though tarnished and beaten almost beyond usefulness, they glow with a soft violet light.

Of the many experiments of the ancient Engwithans, some involved infusing equipment with soul essence. The hammered patterns on these bracers suggest that they were originally pieces of animat armor. But among the fragments of essence swirling inside, you detect not only the focused energy of an animat, but also the essence of the elven cipher who created the bracers and tried to enhance them with a fragment of his own soul.

Rabbit Fur Gloves

Of Crit Multiplier Bonus +10%: +0.1 to Crit Damage multiplier

Value: 210cp

Rabbit fur gloves appeared in Aedyran fables and bedtime stories for hundreds of years, typically as lucky gifts to individuals of particular virtue.

The gloves were first mentioned in a bedtime story about a girl who, in the midst of a famine, gave a piece of fruit to an elderly crone. The old woman in turn gave rabbit fur gloves to the girl, and though it was summer, she accepted them graciously. She wore them and managed to forage enough to feed her family, and a few short seasons later, she became a hunter of uncanny skill.

In other stories, the gloves are given to brave warriors, hard-working servants, and honest shopkeepers. The last story to mention the gloves is that of the notorious pickpocket, Sanduran, who lost them when he stole an apple from a wizened old crone.

Although the gloves appear to be sewn from the fur of different rabbits, there is no detectable seam between the many-colored pelts. They're soft and cozy, yet when you put your hands in them, your fingers still feel quick and nimble. A rabbit's foot dangles from the left glove, and their natural warmth suggests the presence of essence.

Spiderfingers

Minor Spellbind: Restore Light Endurance: Grants Restore Light Endurance. Shares a portion of the priest's divine strength, restoring some Endurance to all allies in the area of effect.

3 per rest

Speed: Fast

Range: 5m

Area of Effect: 3.0m Radius (base 3.0m)

Effects: Friendly AoE: +15 Endurance

Of Perception +1:+1 Perception

Value: 1010cp

Bracers of Spiritual Power

Spell Damage Multiplier: x1.2 Spell Damage

Value: 110cp

Gauntlets of Swift Action

Speed: +1.1 Move Speed

Value: 210cp

Bracers of Deflection

Of Deflection +10: +10 Deflection

Value: 210cp

Archer's Gloves

Value: 10cp

Minor Gauntlets of Accuracy

Accurate 1: +3 Accuracy

Value: 110cp

Fulvano’s Gloves

Of Reflex +5: +5 Reflex

Value: 110cp

Though never as famed as he would claim, the Vailian explorer Fulvano was known as an eccentric who wished to see the world. Where possible, he traveled by foot to gain a local’s appreciation for the sights, sounds, and smells of the lands he passed through. In practice, however, Fulvano often claimed that his explorations proved only that the world outside of the Vailian Republics was a foul, smelly place that paled in comparison to his homeland.

These gloves are said to have belonged to Fulvano, who often found himself in need of some protection as he climbed harsh terrain or maneuvered through forests. While thick enough to provide some warmth, they are meant first and foremost to be flexible enough not to hinder delicate tasks.

Gauntlets of Puissant Melee

Melee Damage Bonus:+10 Melee Damage

Value: 110cp

Killer's Work

Only usable by: Rogue

Finishing Blow Bonus: x1.1 Finishing Blow Damage

Value: 110cp

There once was an assassin from Selona who was so successful at her work that she ceased to care for money. Years of profitable contracts had afforded her all the coin she needed, yet as she reached and passed her prime, she began to worry about her own declining skills.

She trained and practiced, but each year it seemed her movements were a little slower and her hands a touch weaker. And while she frantically honed her dulled abilities, her rivals and pupils had begun to supplant her.

When finally she was convinced to accept another contract, she demanded payment up-front. And what she requested was not copper, but rather an item that would allow her to continue performing at the peak of her abilities.

She was given these gloves in payment, and they served her so well that she never dared remove them for the rest of her long career.

Gloves of Manipulation

Mechanic: +2 Mechanics

Of Dexterity +1: +1 Dexterity

Value: 310cp

Bracers of Enduring

Of Constitution +2: +2 Constitution

Of Resolve +1: +1 Resolve

Value: 610cp

Bracers of All-Consuming Rage

Of Might +2: +2 Might

Of Constitution +1:+1 Constitution

Value: 610cp

When the husband and children of Elayna Skycleaver were captured by Terwyn the Blackhearted, she and her troops besieged his castle, hoping to negotiate her family's return. Instead, Terwyn had them impaled on the battlements while Elayna watched from below.

Upon seeing the atrocity, Elayna abandoned all rational thought and ran screaming toward Terwyn's castle, first in anguish, then in rage. To the surprise of all present, Elayna suddenly stopped screaming and burst into flames, supposedly touched by Magran herself. Terwyn's soldiers loosed their arrows, but Elayna didn't even slow. She struck the castle gates like a battering ram, bursting through and scattering Terwyn's soldiers. Desperate to escape her fury, those who remained threw their master into her path. Her flames engulfed him, and no one knows if the unearthly scream that followed came from him or from her, but within minutes, both of them had burnt to ashes—only these bracers survived.

These bracers are made of bronze covered in a dark green patina. Etched into the metal is a picture of a slender humanoid engulfed in flames. Strangely enough, the humanoid has no head, only two blue orbs where the eyes would normally be.

Forgemaster's Gloves

Burn DR Bonus: +5 Damage Reduction (Burn)

Minor Spellbind: Firebrand: Grants Firebrand. Forms a powerful sword with a blade of pure fire in the caster's hands that inflicts Burn damage. Switching to another weapon ends the spell.

3 per rest

Speed: Fast

Effects: User: Summon Weapon: Firebrand for 30 sec

Value: 510cp

These gloves are made of a thick, flame-retardant leather that can protect the wearer's hands from the heat of the forge. They're warm to the touch.

These once belonged to a weaponsmith of the Deadfire Archipelago. His skill brought many customers to his shop, but as a large percentage of them were pirates and criminals, he frequently found himself robbed of his fine stock. He had his forge gloves enchanted with spells that would ensure that he was never caught defenseless by thieves.

Rotfinger Gloves (version 1)

Minor Spellbind: Touch of Rot: Grants Touch of Rot. Druid's hands emanate decay, causing immediate Corrosive damage and then more damage over time to any in the area of effect.

3 per rest

Range: 15m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: AoE: 0 Corrode, 21.3 Corrode Damage over 8 sec vs. Fortitude (+15 Accuracy)

Value: 810cp

These gloves were worn by a healer in Old Vailia who lived in a village stricken by a terrible plague. While most fled, he stayed behind, restoring the few he could and easing the suffering of those he could not. In time, the disease spread to him, melting the flesh of his face and raising boils on his arms, but leaving his hands, eyes, and mental faculties untouched. His exposure to the illness had inoculated him against its most pernicious effects, leaving him disfigured, but capable.

Rotfinger Gloves (version 2)

Minor Spellbind: Spreading Plague: Grants Spreading Plague. Infects the target with a virulent and debilitating disease, Hobbling and Weakening them before spreading to other enemies.

3 per rest

Range: 10m + 5m Jump

Area of Effect: Foe Target + 5 Jump Targets

Interrupt: 40 (Average)

Effects: Foe Target: Hobbled for 15 sec, Weakened for 15 sec

Foe Jump Targets: Hobbled for 15 sec, Weakened for 15 sec

Value: 810cp

See Version 1 description.

Gyrges' Gloves

Of Dexterity +1: +1 Dexterity

Value: 210cp

A down-on-his-luck farmer named Gyrges found these gloves on the way to Baelreach. Coveting the wealth of his neighbors, he learned that the gloves allowed him to steal whatever he desired. In time, his ill-gotten gains were discovered, and he fled the city with a mob at his heels.

Panicked, Gyrges ran into the Bael Marsh, but his pursuers easily followed his tracks. An archer shot him as he attempted to swim across the Bael River. When Gyrges' body was pulled from the water, his gloves were sent to the authorities at Defiance Bay for safekeeping. However, a skilled thief later pilfered the gloves and, prudently, disappeared without a trace.

Made of soft velvet, both gloves feature cryptic embroidery. An orb that looks like both the sun and an open eye decorates the right glove, while the left features something that could be either a crescent moon or a closed eye.

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Armor & Protective Gear

Feet

The feet slot is for shoes, boots, and similar items. Like hand gear, many suits of armor will visually cover the feet, but those meshes are replaced if the character is has an item placed in the feet slot.

Boots

Boots are worn for both comfort and style. Most often made of leather, they can be custom-made to suit a variety of terrains and purposes. While soldiers and explorers often favor hardy, thick-soled boots, rogues and thieves may prefer soft-soled shoes that allow them to move nimbly and quietly.

Boots of Zealous Command

Only usable by: Paladin

Zealous Command Bonus: x1.2 Zealous Aura Area of Effect

Value: 110cp

An officer in the Darcozzi Paladini of Old Vailia first wore these. It was said that those under her command knew her by the sound of her approach and stood a little straighter in her presence. She was known throughout the order for her inspirational leadership.

Fulvano's Boots

Of Constitution +1:+1 Constitution

Value: 210cp

Though never as famed as he would claim, the Vailian explorer Fulvano was known as an eccentric who wished to see the world. Where possible, he traveled by foot, wishing to gain a local's appreciation for the sights, sounds and smells of the lands he passed through. In practice, however, Fulvano often claimed that his explorations proved only that the world outside of the Vailian Republics was a foul, smelly place that paled in comparison to his homeland.

This pair of boots is said to have belonged to Fulvano, and the initials burned into the leather would seem to bear that out. Fulvano was very particular about his boots, for they had to endure a great deal of use, and they were constructed to be as hardy as their wearer.

Cat's Whisper

Only usable by: Rogue

Stealthy: +2 Stealth

Value: 110cp

It is said that the Cat's Whisper boots were originally created by the Keepers of the Stone, a mostly-elven tribe made up of some of the best hunters in Eir Glanfath. It didn't take long for more sinister minds to understand the boots' potential.

The boots disappeared and were not seen again for years. An elven rogue by the name of Tahlvia came across the Cat's Whisper boots in Goodhope and "liberated" them from their owner. But, as fate would have it, Tahlvia lost the boots somewhere in the mountains of White March.

These boots rise to the knee and are made of a soft leather dyed a dark shade of blue-violet. Small brass buttons stud the outer sides.

Glanfathan Stalking Boots

Sneak Attack Bonus: x1.1 Damage to Flanked targets

Value: 110cp

These boots are worn by Glanfathan hunters and warriors when stalking prey or foes, respectively.

Boots of Evasion

Reflex Bonus 1: +2 Deflection

Value: 110cp

Bilestompers

Minor Spellbind: Corrosive Cloud

3 per rest

Area of Effect: 5.0m Radius (base 5.0m) from Caster

AoE Duration: 18 sec

Effects: AoE: 33.3 Corrode Damage over 10 sec vs. Fortitude (+20 Accuracy)

Corrode DR Bonus: +5 Damage Reduction (Corrode)

Value: 510cp

These boots were created in a small village in the Living Lands that is bordered by a toxic swamp and frequently overrun by venomous weeds. Though the hard soles have withstood years of use, the edges of the leather show signs of corrosion. It's believed that some of the venom has seeped into the boots.

Boots of Stealth

Stealthy: +2 Stealth

Value: 110cp

Fenwalkers

Fenwalkers: +7 Defense against Stuck attacks, +7 Defense against Hobbled attacks, +7 Defense against Paralyzed attacks

Value: 110cp

These comfortable, close-fitting boots are ideal for traversing difficult terrain. Modeled after the footwear of the Fisher Crane tribe of Thein Bog, these boots are commonly manufactured in Madsdam and Baelreach for travel through the marshes. As the roads from the Vailian Republics have become more and more important for trade and travel, these boots have grown in popularity and style.

Naasitaqi Boots

Freeze DR Bonus: +5 Damage Reduction (Freeze)

Stealthy: +2 Stealth

Value: 210cp

These fur-lined boots are traditionally worn by Naasitaqi hunters as they stalk game across the tundra.

Boots of Stability

Sturdy: +15 Defense against Prone attacks, +15 Defense against Push attacks

Value: 110cp

Boots of Speed

Speed: +1.3 Move Speed

Value: 210cp

Shod-in-Faith

Spell Holding: Consecrated Ground: Grants Consecrated Ground. Creates a

long-lasting circle of healing, regenerating ally Endurance.

3 per rest

Area of Effect: 2.5m Radius (base 2.5m) from Caster

AoE Duration: 30 sec

Aura Range: 2.5m (base 2.5m)

Effects: Friendly AoE: +10 Endurance for 1 sec

Value: 410cp

The priestess who first wore these boots was a devotee of Berath and so steadfast in her faith that she eschewed the use of healing spells and potions in battle. She believed that Berath would preserve her until the end of her appointed cycle, at which point the god of life and death would take her soul's due.

Even others in the priesthood scoffed at her recklessness, and yet she was never felled in battle. The most furious onslaughts of her enemies only seemed to revitalize her, and she was a very old woman when she finally passed in her sleep.

Animancer's Boots

Minor Spellbind: Jolting Touch: Grants Jolting Touch. A bolt of electricity jumps from the caster's fingers to the nearest enemy, and then to the next nearest, causing decreasing amounts of Shock damage.

3 per rest

2m Jump

Area of Effect: Target + 2 Foe Jump Targets

Interrupt: 40 (Average)

Effects: Target: 55-75 Shock vs. Deflection (+15 Accuracy)

Jump Targets: 41-56 Shock vs. Deflection (+15 Accuracy)

Shock-Proofed: +3 Damage Reduction (Shock)

Value: 310cp

Dead Man Stands

Dead Man Stands: Delay unconsciousness for 3 seconds

Value: 110cp

A Vailian necromancer tired of his profession's unsavory reputation created these boots to sustain adventurers on their last legs. Contrary to popular superstition, these boots do not contain the souls of the necromancer's victims and enemies.

Drawing instead on some of the same research that his colleagues had used to preserve essence in necrotized flesh and bone, he imbued these boots with magic that would bolster the wearer's vitality for a few additional seconds. While the extra time is rarely enough to finish a battle, it's allowed more than one lucky adventurer to seek emergency healing instead of falling unconscious or dead.

Boots of the Long March

Max Endurance Bonus: +20 Max Endurance

Athletic: +2 Athletics

Value: 210cp

These boots bear the rising sun of Eothas, and they were first worn by a footsoldier in Saint Waidwen's army. The daughter of poor vorlas farmers, she was sickly and frail all of her life. Yet such was her devotion to Eothas that, when the Readceran army marched on the Dyrwood, she set off to join them against her family's warnings, traveling all the way to the White March on her own.

When she finally arrived at the army's camp, it is said that Saint Waidwen himself came out to greet the young woman, blessing her for her courage and endurance. Her boots were branded with the emblem of his army, and she continued across the mountains with the troops.

She disappeared, however, after the detonation of the Godhammer. Historians and folklorists disagree on whether she died in the explosion, remained in the Dyrwood, or met another fate on her way back to Readceras, but her boots somehow remained behind. Eothas' faithful often maintain that she ascended with the god himself at the end of the war, leaving only the shoes that had served her so faithfully.

Malina's Boots

Speed: +1.1 Move Speed

Preservation: +10 Defense while Stunned, +10 Defense while Prone

Value: 310cp

Malina was born to Glamfellen travelers in the Dyrwood, but returned to her ancestral village in the White that Wends after her parents passed away. When a migratory clan stopped in her village, the elder's son tried to defile her, and she blinded him with a torch. Knowing the young man would rally his friends to hunt her down and that her own village could offer little protection, Malina fled but got hopelessly lost in the midst of a snowstorm.

Frightened, hungry, and knowing the hunters were close behind, she came across a pool in the shape of a giant hoof print, filled with a liquid that shimmered like ice. Muttering a prayer to Rymrgand, she dipped her boots into it, and the strange substance infused her boots with a magic that hastened her escape and erased her tracks.

Hoping to start a new life, Malina traveled to Eir Glanfath two months later, only to be killed by an orlan brîshalgwin in the War of Black Trees.

The boots are made of a rough, reddish-brown leather. The left side of the left boot is branded with a stylized image of a walrus.

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Armor & Protective Gear

Head

Helms, hats, diadems, and other doo-dads can all go in the head slot. These slots have more flexible roles than the armor and weapon slots. Head items can affect a variety of statistics and provide all sorts of different effects.

Like other pieces of worn gear, head slot items scale with the character, though one race type—the godlike—are explicitly barred from wearing head gear (because they have oddly-shaped heads).

Most of the base head items are cosmetic, meaning they give no inherent in-game bonus. However, they are an excellent tool to easily distinguish characters. Head items that grant statistical bonuses appear at higher levels.

Hats

Hats come in many different shapes, sizes, and a wide array of colors. Dyrwoodans are known for their modest, rustic hats while Vailians are associated with broad-brimmed hats featuring a variety of exotic plumes.

Waage's Hat of Leadership

Of Resolve +1: +1 Resolve

Value: 210cp

Floppy Hat

Value: 10cp

Soft Hat

Value: 10cp

Kana’s Turban

Of Intellect 1: +1 Intellect

Value: 210cp

Duelist’s Hat

Value: 10cp

Thimble Hat

Value: 10cp

Turban

Value: 10cp

Hooded Turban

Value: 10cp

Crested Hat

Value: 10cp

Padded Cap

Value: 10cp

Tricorne Hat

Value: 10cp

Cloth Bandana

Value: 10cp

Dandy Hat of the Diseased Yak

Of Resolve +2: +2 Resolve

Of Intellect -1: -1 Intellect

Value: 610cp

The legend behind this hat is that it once belonged to a famed prince of a small kingdom that was conquered and absorbed into the Aedyran Empire. The prince and his court were known for their outlandish dress but not, unfortunately, for prowess in battle. In fact, when the prince learned that the Aedyran army was marching toward him, he threw a fabulous party to welcome the invaders.

This hat survived the war and subsequent occupation and has been traded in many a dark corner by those wishing to further their social standing with panache.

Lined with garish purple silk and adorned with a large, chartreuse feather, the hat makes a strong, if questionable, fashion statement.

Hermit's Hat

Of Might +1: +1 Might

Value: 210cp

Also known as the Curmudgeon's Coif and the Bawler's Bonnet, this cinching chapeau is a tight fit. It was fashioned by an unremarkable wizard who believed the only thing holding him back from a successful career in the arcane arts was his lack of focus and the petty distractions of small-minded types. Infused with his misanthropic essence, this hat fulfilled his desire twofold—folk no longer sought out his company, and spellcasting came more easily. Never married, he died alone.

This floppy yellow hat sports a wide brim darkened by sweat stains.

Captain Fortanero's Hat

Value: 10cp

A large and vibrantly colored Vailian sea captain’s hat, with matching feather.

Rugged Wilderness Hat

Of Constitution +1: +1 Constitution

Survivor: +2 Survival

Value: 310cp

Those willing to brave the wild places beyond the boundaries of civilization soon find themselves hardier for their efforts. It is a journey reflected in this battered but sturdy cap. Through harsh weather and the deadliest of circumstances, this hat will keep one’s head warm.

Helms

Helmets come in many forms, from the humble padded cap to fully-enclosed steel great helms. Different cultures tend toward different styles of helmets, but outside of regimented armies, the type of helmet an individual wears often comes down to personal preference.

Open Helm

Value: 10cp

Azalin’s Helmet

Of Crit Multiplier Bonus +10%: +0.1 to Crit Damage multiplier

Value: 210cp

Munacra Arret

Minor Spellbind: Whisper of Treason: Grants Whisper of Treason.

Imparts a bedeviling secret to an enemy that causes its allegiance to bend, Charming them for the duration.

3 per rest

Speed: Slow

Interrupt: 40 (Average)

Effects:

Foe Target: Charmed for 10 sec vs. Will (+10 Accuracy)

Of Will +15: +15 Will

Value: 510cp

This exquisite piece was crafted by alchemists for a secret society of aristocrats in Old Vailia. Throughout its history, it has graced the ocular orbits of scheming nobles, influential politicians, and charming salesmen.

The dark brass monocle features intricate gear and leaf filigree along the rim. It confers sophistication and carries the unmistakable scent of old money.

Nasal Helm

Value: 10cp

Great Helm

Value: 10cp

Small Horn Helm

Value: 10cp

Mail Coif

Value: 10cp

The Pilgrim’s Lasting Vigil

Of Resolve +1: +1 Resolve

Of Perception +1:+1 Perception

Value: 810cp

The end of the Saint's War and the detonation of the Godhammer Bomb is still mourned by followers of Eothas around the world. While the conflict diminished Eothas' following in the Dyrwood, many remain faithful to the god of dawn and redemption, confident that he will one day rise again. Many followers make annual pilgrimages to shrines and temples of Eothas (or to what remains of them) on the anniversary of Saint Waidwen's death. The particulars of these vigils vary. In Readceras, they are often marked by song and by the recitation of Saint Waidwen's sermons. In the Dyrwood, where worshippers of Eothas are often persecuted, such ceremonies may involve standing in respectful silence until sunrise. It is customary for worshippers to wear armor or other articles that commemorate Eothas or his leadership through Waidwen.

This helmet bears the sunburst emblem of the Readceran army. It was likely first worn by a soldier serving in the Saint's War.

Frog Helm

Value: 10cp

Helmet of Darksee

Of Perception +2: +2 Perception

Value: 410cp

A disreputable lord in the Deadfire Archipelago, known for striking secret deals in the dead of night, hired an order of assassins to protect him during his nightly errands. He had them outfitted with magical helms that enabled them to pierce the veil of darkness.

Eventually, his paranoia turned on his hired assassins, and he had them executed and their equipment destroyed. One, however, was rumored to have escaped to the Vailian Republics, where she became a legend.

This worn and scuffed leather helmet fits over the head and covers the upper face. Adjustable leather straps make it comfortable and practical for users of any race and build. Two crimson-tinted lenses fit in front of the eyes.

The Dunryd Demon

Of Intellect +2: +2 Intellect

Value: 410cp

Casˆwen was one of the brîshalgwin of Eir Glanfath who received training from Dyrwoodan animancers around 2785 AI. When Dunryd Row was founded 15 years later, she was one of the first ciphers to join. Though relatively old for an orlan, she was one of its most enthusiastic and capable agents. Known as the “Dunryd Demon,” she was ruthlessly methodical and infamous throughout Defiance Bay for prowling the streets in her helmet, searching for clues and connections. At the end of the Saint’s War, she was over 40, and sent to the Godhammer Citadel to search for traces of Saint Waidwen. She never arrived, and years later, her helmet was found on the road from Echo Bay.

Winged Helm

Value: 10cp

Stag Helm

Athletic: +2 Athletics

Of Dexterity +1: +1 Dexterity

Value: 310cp

This large helm is forged in the shape of a stag’s head, complete with antlers of gleaming silver. The large eye holes comprise the only opening in the helmet’s face. Those who wear the helm gain some aspect of the creature whose visage they wear, for they find themselves more sure-footed and swift, and their endurance improved.

Acorn Helm

Value: 10cp

Ram Horn Helm

Value: 10cp

Full Helm

Value: 10cp

Plumed Helm

Value: 10cp

Hoods

From the hunters of the Dyrwoodan wilds to cowled wizards with a flair for the mysterious, residents of the Eastern Reach appreciate the warmth and anonymity provided by a hood.

Skaen Cultist Hood

Value: 10cp

This oddly-shaped hood is worn by the novice worshippers of Skaen. Crudely-fashioned from coarse material, its modest construction befitting of followers of the Quiet Slave.

Skaen Initiate’s Hood

Value: 10cp

Liripipe of Thinking

Stealthy: +2 Stealth

Of Perception +1: +1 Perception

Value: 710cp

This long-tailed hood is associated with scholars and tacticians, for it is often seen upon the brow of all who live by their wits, rather than their physical prowess.

Footpad's Hood

Stealthy: +2 Stealth

Of Perception +3: +3 Perception

Value: 710cp

These plain, dark hoods are deceptively powerful, enchanted with charms against detection and spells to heighten one's senses in darkness. As a result, the hoods have become primarily associated with thieves and cutpurses, to whom these enchantments are of particular benefit.

Woedica Hood

Value: 10cp

This hood and mask are typically worn by followers of Woedica.

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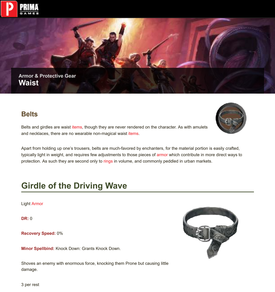

Armor & Protective Gear

Waist

Belts

Belts and girdles are waist items, though they are never rendered on the character. As with amulets and necklaces, there are no wearable non-magical waist items.

Apart from holding up one's trousers, belts are most-favored by enchanters, for the material portion is easily crafted, typically light in weight, and requires few adjustments to those pieces of armor which contribute in more direct ways to protection. As such they are second only to rings in volume, and commonly peddled in urban markets.

Girdle of the Driving Wave

Light Armor

DR: 0

Recovery Speed: 0%

Minor Spellbind: Knock Down: Grants Knock Down.

Shoves an enemy with enormous force, knocking them Prone but causing little damage.

3 per rest

Area of Effect: Target + Length: 5.0m (base 5.0m) 90° Cone

Effects: AoE: 1-6 Crush, 0.1m Push, Prone for 5 sec vs. Fortitude

Value: 4150p

This belt, etched with crowding waves, carries a powerful enchantment, which allows the wearer to send out a burst of arcane force in a circle around themselves. The burst hits foes like a crashing wave, often taking them off their feet.

Girdle of Eotun Constitution

Light Armor

DR: 0

Recovery Speed: 0%

Of Constitution +3: +3 Constitution

Value: 6150p

Eotens feature in the most grotesque of folk tales. Once merely the most aggressive and unstable of ogres, Eotens have since developed into massive monstrosities that are both larger and far less intelligent than their cousins. Eotens have two heads, one notable smaller than the other, and when the larger of these is incapacitated, the smaller retains just enough brute cunning to keep an Eoten fighting.

Named for these monstrosities, this belt provides a charm granting a similar kind of hardy perseverance.

Don Paco's Codpiece of Vigor

Light Armor

DR: 0

Recovery Speed: 0%

Of Constitution +2: +2 Constitution

Value: 4150p

Belt of the Stelgaer

Light Armor

DR: 0

Recovery Speed: 0%

Prone Reduction: x0.66 Prone Duration

Of Dexterity +2: +2 Dexterity

Value: 5150p

Commissioned by a wealthy nobleman in New Heximar, this leather belt has been dyed to resemble the felines for which it is named. Much taken by accounts of the fearsome tuscle, the eccentric nobleman gathered pelts and hunting trophies, though he had never seen any of the creatures in person. When commissioning this belt, the nobleman insisted upon an enchantment which would grant him the claigaer's grace and poise. Despite these mundane origins, the enchantment proved very effective. While the belt won't guarantee that the wearer will land on their feet after a fall, it will see them back in fighting stance more quickly.

Girdle of Mortal Protection

Decrease Critical Hit Damage: x0.73 Crit Damage taken

Value: 150gp

Often purchased by soldiers with the means, these belts are laden with charms granting protection to the wearer. Though a simple band of dark leather, this particular girdle provides a defense against killing blows, turning a lowly skalie at the final moment, or else cushioning a strike from a blunt object.

Dyrwooden Charm Belt

Light Armor

DR: 0

Recovery Speed: 0%

Movement Rate Bonus: +0.2 Move Speed

Value: 150gp

This thin, lightweight loop of tanned leather has a small metal buckle bearing an engraving of a stag's head and star, the symbol of the Free Palatinate of the Dynwood. Apart from declaring the wearer's loyalties, the belt carries a charm which grants fleeter passage over terrain. It is unclear if this charm persists beyond the boundaries of the Dynwood.

Trollhide Belt

Regeneration: +1 Endurance

Value: 110gp

This belt has been crafted from the mossy hide of a forest troll, with intertwined vines and leaves forming a solid and resistant piece of clothing. Any damage done to the belt tends to be obscured by new growth, for the moss and small plants which grow upon the belt retain some life. Though the resulting effect is somewhat like wearing an herb garden around one's waist, the piece of hide holds some of the troll's power, granting the wearer the creature's ability to recover from wounds.

Broad Belt of Power

Light Armor

DR: 0

Recovery Speed: 0%

Of Might +2: +2 Might

Of Resolve +2: +2 Resolve

Value: 810gp

Aptly named, this belt is comprised of a broad span of boiled leather, joined in front by a silver buckle. Arcane spells have been forged into the material, and it grants those who wear it undeniable strength, and a newfound sense of determination which, even if it is induced, can rouse even the meekest of individuals to action.

Berserker's Belt

Only usable by: Barbarian

Light Armor

DR: 0

Recovery Speed: 0%

Rage Bonus: x1.2 Frenzy Duration

Value: 1150p

This belt was the product of a strange collaboration between the famed barbarian Strungbr and an armorancer of comparatively lesser fame. Strungbr was determined to extend the period in which he could cast himself into a fearless frenzy, for it was the means by which he survived most of his many battles. The armorancer, in turn, was much intrigued by the opportunity to investigate the effectsn of temper. Over a period of time, the trigger for Strungbr's rage was isolated, and the belt was imbued with a spell which mimicked the effect. The resulting damage done to the laboratory ensured that the pair never collaborated again, but Strungbr was very pleased with the belt he received.

Blunting Belt

DR: 0 (Slash: 5, Pierce: 5)

Recovery Speed: 0%

Pierce DR Bonus: +5 Damage Reduction (Pierce)

Slash DR Bonus: +5 Damage Reduction (Slash)

Value: 210gp

This belt is comprised of several layers of leather, wound around small round pieces of metal. The resulting effect is not unlike brigandine, though the belt's sturdiness reflects only those arcane protections woven into the material—for the belt grants uncommon resistance against cutting and piercing weapons.

Wildstrike Belt

DR: 0

Recovery Speed: 0%

Wildstrike Bonus: Modifies Wildstrike Burn, Wildstrike Corrode, Wildstrike Freeze, Wildstrike Shock.

Value: 110gp

Seeking to augment the power he wielded even while in the skin of a bear, one ancient druid crafted this belt, which taps into the power of a druid's spirit shift to put added bite behind each of the druid's strikes. The belt is enchanted to accommodate whatever form the wearer takes, allowing those in more feral shapes to enjoy the benefits of the belt's magic.

Nature's Embrace

Light Armor

DR: 0 (Burn: 5, Freeze: 5)

Recovery Speed: 0%

Burn DR Bonus: +5 Damage Reduction (Burn)

Freeze DR Bonus: +5 Damage Reduction (Freeze)

Spell Holding: Bloodskin: Grants Woodskin.

Creates a thick layer of bark over allies in the area of effect, affording them a Damage Reduction bonus to Pierce, Burn and Shock.

3 per rest

Speed: Fast

Range: 15m

Area of Effect: Target + 2.5m Radius (base 2.5m)

Aura Range: 5m (base 5m)

Effects: AoE: -6 Damage Reduction (Pierce), +6 Damage Reduction (Burn), +6 Damage Reduction (Shock)

Value: 610gp

This belt is made of thin, interwoven vines, forming a sturdy and elegant loop imbued with protective magics. Like the plants and animals of the Dynwood, the wearer can contend with extremes of temperature and, in moments of dire need, the magic of the belt will lends its protection to the wearer's very skin.

Girdle of Maegfolc Might

Light Armor

DR: 0

Recovery Speed: 0%

Of Might +3: +3 Might

Value: 610gp

Revered throughout the Eastern Reach but rarely seen, the gargantuan Maegfolc are renowned for their awesome strength and destructive fury. Despite its thickness and weight, this belt is otherwise not especially remarkable in appearance. Its durable leather, lined with distinctive wine claigaer fur, likely came from the fearsome mountains of White Marsh.

Belt of Bountiful Healing

Light Armor

DR: 0

Recovery Speed: 0%

Healing Bonus: x1.1 Healing

Value: 210gp

While these belts provide no direct influence upon the injuries or fatigue of their wearers, the enchantments do lend additional power to those spells of mending and recuperation which strike it.

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Armor & Protective Gear
Rings

Rings

Every character has two ring slots. Rings are special because they contribute bonuses that stack with item/spell bonuses (but not with each other). Rings are not shown on the character. Magical rings are often significantly more valuable than items of other types because of how their bonuses stack.

Rings can feature plain bands or jewels in settings. Magical rings may bestow a variety of special properties or defenses on the wearer. Their small size allows their enchantments to complement similar enchantments from other items and spells, and this versatility has made them popular among adventurers.

Ring of Thorns

Of Dexterity +3: +3 Dexterity

Of Reflex +5: +5 Reflex

Preservation: +10 Defense while Stunned, +10 Defense while Prone

Value: 810cp

This loop of tiny, interwoven vines is studded with blackened thorns. It fits easily around your finger.

Minor Ring of Protection

Of Fortitude +5: +5 Fortitude

Of Reflex +5: +5 Reflex

Of Will +5: +5 Will

Value: 310cp

See Rings description.

Bartender's Ring

Preservation:+10 Defense while Stunned, +10 Defense while Prone

Value: 110cp

This simple wooden ring is orange and gray, and it glows when you're not wearing it. The ring's actual history is more speculation than fact. While all sources agree that it was owned by Erol of Levi and that he acquired it after a period of exile, stories differ on the particulars of how he got it. Some say it was a gift from one of the gods, and others say it was the boon of a pact he made with a wicked power.

Serel's Ring

Neck

Of Resolve +2: +2 Resolve

Value: 410cp

This moonstone ring features a large, bright jewel. The gem's silver glow lends the wearer an air of charisma and determination. This once belonged to Serel, the most sought-after courtesan in Defiance Bay.

Ring of Wonder

Second Chance: Grants Second Chance.

1 per rest

Speed: Instant

Effects:

User: Revive with 30 Endurance

Of Constitution +1: +1 Constitution

Of Might +1: +1 Might

Of Resolve +1: +1 Resolve

Value: 710cp

The druidic order of the Ovates of the Golden Grove believe that the Ring of Wonder is the sapling of one of the great trees that surrounds Teir Evron in Twin Elms. One day, they say it will grow into an even mightier tree. Root-like fibers twine together, sprouting from a shining green bud. The ring adjusts to the finger of the wearer, but removing it can be a painful experience, as the roots bond to flesh.

Seal of Faith

Only usable by: Priest

Seal of Faith: +1 1st-level Spell Uses, +1 2nd-level Spell Uses, +1 3rd-level Spell Uses

Value: 110cp

This thick iron band is dented and scratched and appears to have seen much use. It is studded with 11 small beads, one for each of the gods. It was created by an Aedyran priest to remind him of his devotion, particularly in the heat of battle. It is said that, feeling his fingers rub against the beads, he would say a quick prayer to each of the gods, who blessed him in return.

Ring of Searing Flames

Minor Spellbind: Combusting Wounds: Grants Combusting Wounds.

Causes enemy wounds in the area of effect to ignite, inflicting additional Burn damage over time each time they are wounded.

3 per rest

Range: 6m

Area of Effect: 1.25m Radius (base 1.25m)

Effects:

Foe AoE: 10 Burn Damage Over Time when hit for 30 sec vs. Fortitude (+15 Accuracy)

Value: 410cp

Ring of Deflection

Of Deflection +10: +10 Deflection

Value: 210cp

Snerf's Folly

Of Resolve +1: +1 Resolve

Of Constitution +2: +2 Constitution

Value: 610cp

Once belonging to the wife of a noted animancer known as Snerf, this white-gold wedding ring is set with a central pink stone flanked by two small diamonds. The shine of the gems stands in stark contrast to the grimy, worn band. It is rumored that while his love was ill and on the brink of death, the desperate animancer performed a radical experiment to merge her soul with his.

According to most versions of the tale, her already weakened body was unable to withstand the strain of the binding. While this process extinguished the little life left in her body, it overwhelmed her soul, fragmenting it into oblivion. Overcome with guilt and despair, the once-great man lived out the last of his days in a svef-induced madness, holding onto the hope that he might somehow glimpse traces of her soul amongst his own pitiful reflection.

Ring of Protection

Toughness 2: +4 Fortitude

Reflex Bonus 2: +4 Deflection

Of Resolve +2: +2 Resolve

Value: 810cp

Minor Ring of Deflection

Of Deflection +5: +5 Deflection

Value: 310cp

Orlan's Bramble Ring

Freedom: +10 Defense against Hobbled attacks, +10 Defense against Paralyzed attacks, +10 Defense against Stuck attacks

Pierce-Proofed: +3 Damage Reduction (Pierce)

Value: 210cp

Ring of Overseeing

Overseeing: x1.1 Ability Area of Effect

Value: 110cp

Ring of Eternal Funding

Eternal Funding: Grants Ring of Eternal Funding.

Passive

1 per stronghold turn

Effects:

Self: +5 copper

Value: 210cp

This plain gold band contains a power that belies its simple appearance. It's been passed between animancers, wizards, and other scholars for centuries because it provides a steady income to the wearer, allowing him or her to pursue research interests without being tied to a particular patron.

Pensiavi mes Rèi

Of Might +3: +3 Might

Value: 610cp

The story goes that this ring belonged to the Seeker of Balance, a cipher assassin of the Order of the Black Stone. He was captured in an attempt to kill a ducess in Old Vailia, and while awaiting execution, he channeled his soul into the ring. The ring was then taken by one of the guards who, upon wearing it, was possessed by the Seeker. Through the guard, he completed the assassination of the ducess. Over the years, the ring lost its power to possess but remained a formidable item.

This tarnished old ring isn't much to look at. By night, however, the mark of the Order of the Black Stone glows from the band.

Gaun's Pledge

Restores a moderate amount of Endurance to the wearer each time it is used.

2 per rest

Effects:

User: +15.5 Endurance

Value: 410cp

This item grants the ability to shield the wearer from the myriad perils that plague the world of Eora. An aspect of the god Eothas, Gaun represents the harvest of old age, symbolized here by the many interlocking sickles that form the ring. As Gaun helps protect the dignity of old age, so too do his followers pledge to prevent young lives from being harvested before their time.

Ring of the Selonan

Only usable by: Wizard

Ring of Wizardry: +2 1st-level Spell Uses, +2 3rd-level Spell Uses

Value: 110cp

Two centuries after Telda forged a ring extending her spellcasting powers, a wizard of the Vailian Republics sought to improve upon her design. Almert of Selona was never known for particularly original scholarship or spellcraft, and many of his peers accused him of outright plagiarism. It's widely held that this is the reason he never received much credit for this ring, the one truly remarkable achievement of his career.

Telda's Ring

Only usable by: Wizard

Ring of Wizardry: +2 1st-level Spell Uses, +3 2nd-level Spell Uses

Value: 110cp

An elven wizard of Aedyr, Telda was forever frustrated by the limits of her own considerable powers. After spending almost two centuries mastering most of the spells known to kith, she found that her greatest challenge lay not with her repertoire, but with her inability to make more frequent use of her magic.

She spent the last century of her life studying a means to amplify her abilities. When at last she developed the spell she needed, she had it built into this ring so that the prudent wizard need not cast the spell to make use of it.

Ring of Unshackling

Minor Spellbind: Suppress Affliction: Grants Suppress Affliction.

Stifles detrimental conditions through sheer force of will, temporarily suspending hostile status effects on allies in the area of effect.

Range: 6m

Area of Effect: 2.5m Radius (base 2.5m)

Effects:

Friendly AoE: Hostile effects suspended over 5 sec

Value: 210cp

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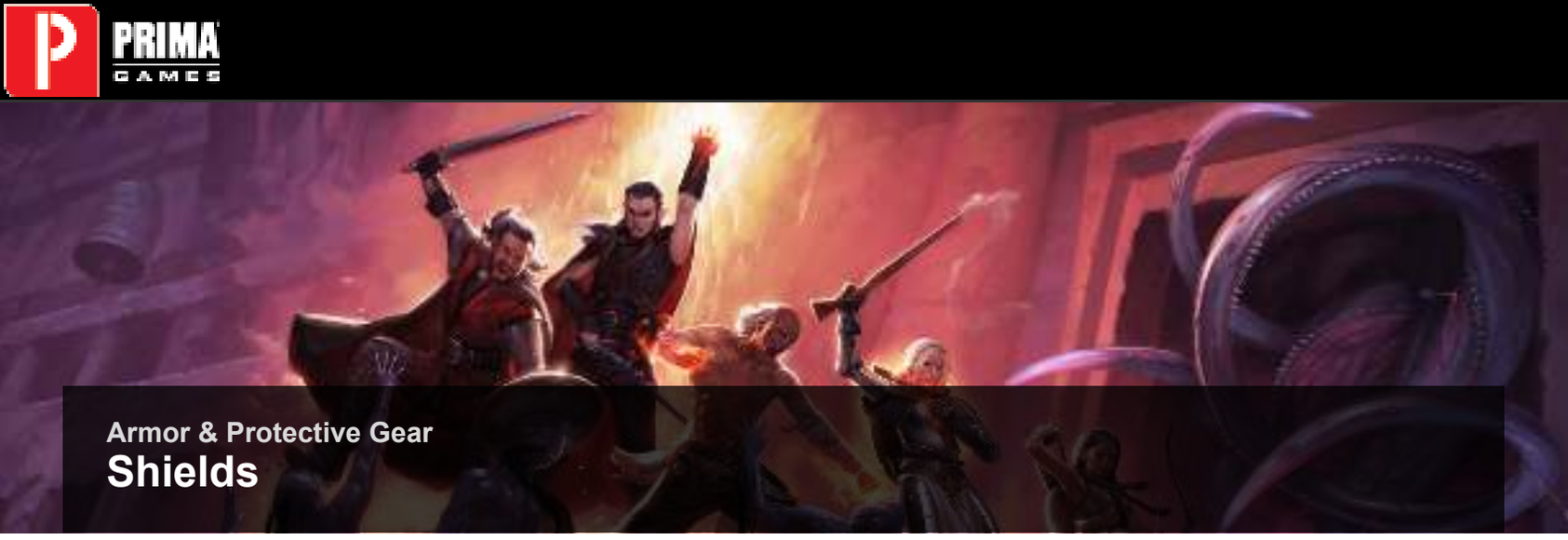

Armor & Protective Gear

Shields

Shield (Large)

One-handed

20 Deflection

-10 Accuracy

Value: 5cp

Large shields are used when a warrior needs the best protection possible, even if that means sacrificing some accuracy in exchange. Though they typically taper like an inverted “teardrop,” large shields come in a variety of shapes, often emblazoned with heraldry.

Fine Large Shield

One-handed

20 Deflection

-10 Accuracy

Fine: +5 Deflection

Value: 205cp

Exceptional Large Shield

One-handed

20 Deflection

-10 Accuracy

Exceptional: +10 Deflection

Value: 405cp

Thy Clef

One-handed

20 Deflection

-10 Accuracy

Exceptional: +10 Deflection

Safeguarding: +10% of incoming Crits coverted to Hits

Value: 605cp

This impressively large shield boasts a relief of Dev Clef. An important Glanfathan landmark, Dev Clef was the site of a brutal battle between the Glanfathans and Dyrwoodans during the tumultuous period before the Ten Years' Treaties were signed. The crags and caves along the cliffs provided the Glanfathans with plentiful cover from which to stage their attacks against Dyrwoodan forces, allowing them to duck out of sight the moment a threat emerged. Given this natural advantage, the Glanfathans succeeded in driving the Dyrwoodans from the region.

Larder Door

One-handed

20 Deflection

-10 Accuracy

Bashing 3: Grants Bash.

Interrupt: 40 (Average)

Effects: Target: 10-15 Crush vs. Deflection

Value: 305cp

This shield appears to have once quite literally comprised the front of a larder. It still has the pull-ring and metal cross-bands reinforcing its surface, giving it considerable heft when swung at an opponent. Despite its humble origins, the nicks and gouges on the shield's surface suggest it has seen more than a few battles in its time and proved a sturdy defense—though it leaves the harrowing prospect that there may be a larder somewhere lying undefended.

Old Gerun’s Wall

One-handed

Large Shield

20 Deflection

-10 Accuracy

Superb: +15 Deflection

Vigilance: +10% of incoming Hits converted to Grazes

Value: 805cp

Everyone in Baelreach knew Gerun as a grumpy old man with an inordinate fondness for beets and no patience for chit-chat. None knew him as the Aedyran bruiser whose own troubled past had forced him to seek a fresh start in the colonies.

So when Aedyran soldiers marched into Baelreach at the start of the War of Defiance, it surprised everyone when Old Gerun joined the village defenders with a shield and sword and went toe-to-toe with the Aedyran forces, holding them back, as well as any of his younger comrades.

Ilfan Byrngar’s Solace

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Exceptional: +10 Deflection

Preservation: +10 Defense while Stunned, +10 Defense while Prone

Value: 505cp

Ilfan Byrngar was not the most adept soldier. Rather, he was quite prone to stumbling over his own feet. Well aware of his failings, his family crafted him a shield of exceptional heft and durability, trusting that if he could not rain blows upon his enemies, he might at least prevent them landing any upon him in turn.

The shield proved effective in this regard, for Ilfan was so thoroughly obscured by the shield, even while lying dazed in the mud, that many enemies sought out new targets out of sheer frustration.

Medium Shield (Round)

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Value: 5cp

Medium shields offer a moderate improvement in protection with a small reduction to accuracy. They are the most commonly-used shields in the Dyrwood and come in a variety of shapes.

Medium Shield (Heater)

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Value: 5cp

Fine Medium Shield (Heater)

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Fine: +5 Deflection

Value: 205cp

Redfield

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Fine: +5 Deflection

Harbinger: Grants Harbinger. (Passive: Foe AoE: -3 Accuracy over 3 sec vs. Will)

Area of Effect: 2.5m Radius (base 2.5m) from Caster

Effects: Foe AoE: -5 Accuracy for 3 sec

Value: 405cp

This battered shield saw use in one of the bloodiest battles of the Broken Stone war, after which it fell into Glanfathan hands. Though the shield's name first referred to the original bearer's heraldry, these days it serves as a reminder of the sea of corpses that once littered the fields of the Dyrwood. The shield retains its vibrant hue, and the flash of crimson often proves a distraction to foes.

Xaurip Medium Shield (Heater)

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Value: 5cp

This rough and battered shield was used by a xaurip.

Engwithan Shield

One-handed

Medium Shield

10 Deflection

-10 Accuracy

Value: 5cp

Engwithans are legendary for their architecture and magical abilities, but their metalcraft leaves much to be desired. This bronze shield is beautiful, but heavy and slow.

Scâth Gwannek

One-handed

Medium Shield

15 Deflection

-5 Accuracy

Superb: +15 Deflection

Minor Spellbind: Winter Wind: Grants Winter Wind.

Causes an icy wind of incredible power to arise, pushing back all in the area of effect and inflicting Freeze damage.

Area of Effect: Length: 10.0m (base 10.0m) 60° Cone

Interrupt: 40 (Average)

Effects: AoE: 30-50 Freeze, 5.0m Push vs. Fortitude (+10 Accuracy)

Value: 805cp

Found in one of the early raids of the Engwithan ruins in the White March, Scâth Gwannek (“Winter Shield”) was given to the Aedyran lord thayn in charge of Fort Bonepicker. Unaware of the shield’s power and too vain to trust in an artifact from the ruins, the lord thayn hung it in the council chambers of the fort as a symbol of Aedyr’s mastery over White March and its native tribe, Stone Bramble.

Shield (Small)

Fine Small Shield

One-handed

Small Shield

10 Deflection

Fine: +5 Deflection

Value: 205cp

Though they don’t offer much protection, small shields do not interfere with a warrior’s accuracy at all. Unlike larger shields, which are worn on the forearm, small shields are held in the hand.

Exceptional Small Shield

One-handed

Small Shield

10 Deflection

Exceptional: +10 Deflection

Value: 405cp

Outworn Buckler

One-handed

Only usable by: Paladin

Small Shield

10 Deflection

Herald: +5 All Defenses

Value: 205cp

This simple wooden buckler would not be out of place in a pile of surplus training shields. Painted green, it has two black iron straps across its front that form a large “X.” It looks like it has taken more than its share of blows and may have been in use for far too long. But far from ordinary, the buckler is in fact thousands of years old, its preservation a testament to a transcendence of its humble creation.

The buckler originally belonged to one of the founding members of the Darcozzi Paladini when she was just a squire, thousands of years ago in the glory days of Old Vailia. As it accumulated damage from war and weather, the buckler became an extension of the paladin’s own irrepressibility and protectiveness, as well as a symbol that inspired those in her charge. She wore it in every battle of her long and distinguished career, and though the paladin’s name would eventually succumb to the ravages of time, the shield has yet to do the same.

It is said the shield was so partial to its original master that it will allow none but a paladin of similar conviction to touch it, and in times of need it has a way of making it into the hands of those whose souls mirror the greatest qualities of the Darcozzi founder.

Little Savior

One-handed

Small Shield

10 Deflection

Superb: +15 Deflection

Preservation: +10 Defense while Stunned, +10 Defense while Prone

Herald: +5 All Defenses

Value: 905cp

Little Savior was the nickname given to an orlan warrior from the Guided Compass tribe who defended Glanfathans and settlers alike during the Broken Stone War. He argued for peace to any who would listen. Few did, and so he reluctantly threw himself into countless battles, stalling aggressors while the defenseless fled.

Sura's Supper Plate

One-handed

Small Shield

10 Deflection

Fine: +5 Deflection

Retaliation: Retaliate when hit by a Melee Attack

Value: 305cp

Stolen from the table of ogre matron Sura by Ferron Dulca after he infiltrated her compound to assassinate her, Sura's Supper Plate became the assassin's running joke. In the moment of his triumph, Ferron pulled the iron plate from under the matron's lifeless head and held it up like a shield. Thinking himself quite clever, he took the plate and several of Sura's eating utensils to a local blacksmith and had a shield fashioned from them.

The sharp blades protruding from the front of the shield proved an excellent deterrent against foes at close range, and Ferron took to wielding it regularly—until he lost his shield, his arm, and his life to Sura's daughter.

Aila Braccia

One-handed

Small Shield

10 Deflection

Fine: +5 Deflection

Reflection: Ranged Grazes reflected back at attacker

Value: 505cp

This small shield is of lightweight construction, intended to be maneuvered in as swift and dynamic a fashion as its namesake. Despite the fine craftsmanship, it was most famously known as the weapon of a pit fighter, who used the shield and a distinctive, dance-like fighting style to turn his opponents' attacks against them.

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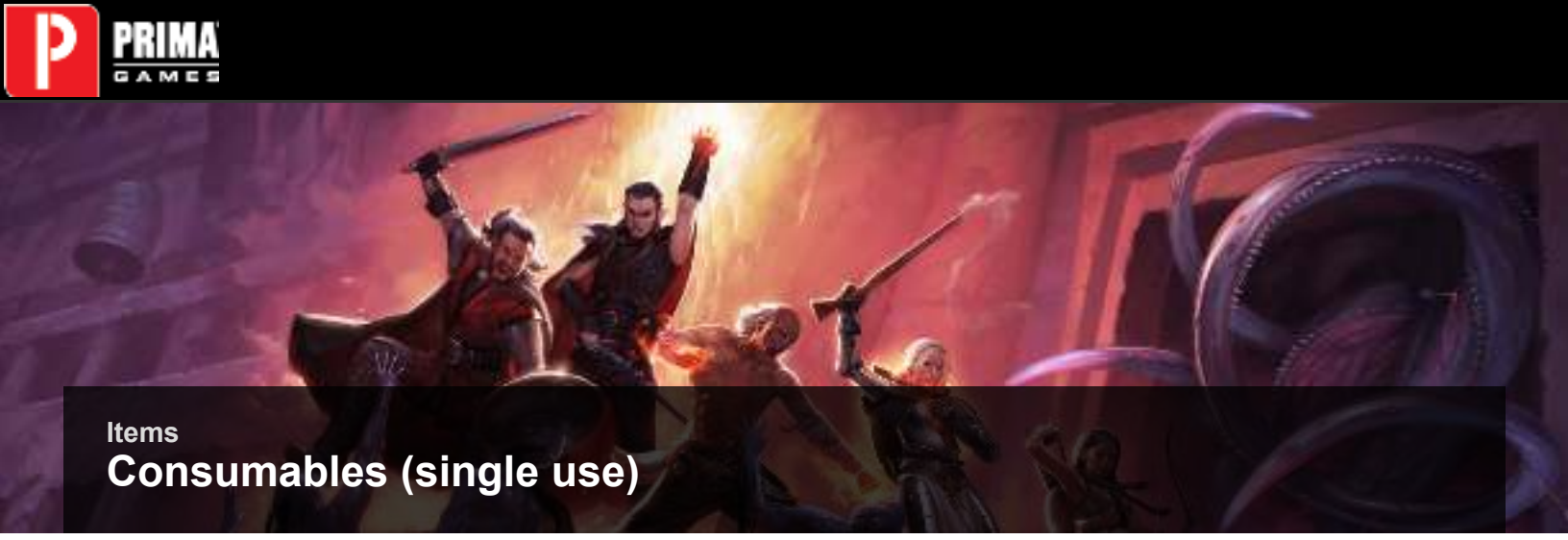

Items

Consumables (single use)

Consumable items are any items the player can't equip, but can use a certain number of times (a total number, per encounter, or per rest) to invoke effects (e.g., casting spells, summoning a creature, etc.). Examples include potions, food items, magical scrolls, summoning figurines, and similar items. Consumable items can be used by any class, regardless of the effect they invoke. Any character can use a consumable item as long as it's in the party's Stash.

While some consumable items may be found or purchased, the majority of items are created through the crafting system. Unlike general style consumables, these are not intended to directly duplicate class spells or effects.

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Items
Potions

Potions are the only ingestible item that can be consumed during combat. Doing so always invokes a drinking animation that replaces whatever the character has in his or her main (right) hand. This animation does not create a significant delay, but it is slow enough that the player appreciates the cost of consuming the potion. Potions also always cancel the effects of the previous potion. For example, a character can never have more than one potion in effect at a time. However, if the character drinks identical potions, it does extend the duration of the effect instead of replacing it.

Potions

Name	Speed	Effects	Value
Potion of Deleterious Alacrity of Motion	Instant	User: x1.5 Attack Speed for 15 sec, -5 Endurance over 15 sec, +2 Move Speed for 15 sec	100cp
Caster draws upon his or her life force to gain an increase to Speed and Movement while draining his own Endurance.			
Flask of War Paint	Instant	User: +15 Accuracy, +10 All Damage, x1.2 Maximum Endurance for 20 sec	180cp
Binding the essence of sacrificed lives into a potent brew of blood and magic, War Paint crafted by the Ethik Nôl has empowered Glanfathan warriors to perform great feats of strength and dexterity for hundreds of years.			
Potion of Major Regeneration	Instant	User: +15 Endurance per second over 15 sec	100cp
These blue-green liquids are attributed with powers of recuperation, restoring energy and liveliness to the weary or morose over a period of time.			
Potion of Llengrath's Displaced Image	Instant	User: +20 Deflection, +20 Reflex for 15 sec	100cp
Causes the caster to appear visually displaced, increasing their Deflection and Reflex for the duration.			
Potion of Minor Recovery	Instant	User: -2 Duration of active hostile effects over 30 sec	60cp
These potions are generally called upon to void the body of poisons and similar afflictions, though variants have been developed which do their work in a less messy fashion. These concoctions reduce the time needed for an affected individual to recover.			
Potion of Minor Endurance	Instant	User: +50 Endurance	60cp
This vibrant purple potion has an equally apparent effect, for imbibing it immediately grants a rush of energy, restoring vitality and briskness to even the most haggard and weary of travelers.			
Potion of Merciless Gaze	Instant	User: +10% of Hits converted to Crits for 60 sec	60cp
The caster becomes able to see an enemy's weaknesses and vulnerabilities as though they were physically tangible, increasing the chance of landing a Critical Hit.			
Potion of Infuse with Vital Essence	Instant	User: +50 Max Endurance, +50 Max Health for 15 sec	60cp
Infuses the caster with vitality, giving them a temporary increase in current and maximum Endurance.			
Potion of Bulwark Against The Elements	Instant	User: +10 Damage Reduction (Burn), +10 Damage Reduction (Freeze), +10 Damage Reduction (Corrode), +10 Damage Reduction (Shock) for 60 sec	60cp
Creates a mystical shield around the caster, suffusing them with bonuses to Burn, Freeze, Corrode, and Shock Damage Reductions.			
Potion of Iron Skin	Instant	User: +20 Damage Reduction (Slash) for 20 sec	60cp
Artificers generally refrain from listing the ingredients involved in the creation of these potions, citing decorum. In any event, they give the imbiber's skin a tough and durable quality, making them less susceptible to damage.			
Potion of Spirit Shield	Instant	User: +3 Damage Reduction, +30 Concentration for 60 sec	20cp
Surrounds the caster with a shield of spirit energy, granting an increased Damage Reduction and a Concentration bonus.			
Potion of Wizard's Double	Instant	User: +20 Deflection until damaged	20cp
Creates a duplicate of the caster to distract enemies, granting the caster a high Deflection bonus against a single attack.			
Potion of Minor Regeneration	Instant	User: +10 Endurance per second over 12 sec	20cp
These blue-green liquids are attributed with powers of recuperation, restoring energy and liveliness to the weary or morose over a period of time.			
Potion of Fleet Feet	Fast	User: +3 Move Speed for 5 sec	20cp
Empowers the target with unnatural speed, increasing their Movement Rate.			
Potion of Eldritch Aim	Instant	User: +30 Accuracy for 10 sec	20cp
Grants the caster otherworldly sight, resulting in preternatural Accuracy for a short period.			
Potion of Mirrored Image (2nd level Wizard Spell)	Instant	Caster: +20 Deflection until damaged for 60 sec	60cp
Creates duplicates of the caster to distract enemies, granting a high Deflection bonus, which is reduced with each hit taken.			
Potion of Major Endurance	Instant	User: +100 Endurance	140cp
This vibrant purple potion has an equally apparent effect, for imbibing it immediately grants a rush of energy, restoring vitality and briskness to even the most haggard and weary of travelers.			
Potion of Major Recovery	Instant	User: -4 Duration of active hostile effects for 30 sec	140cp
These potions are generally called upon to void the body of poisons and similar afflictions, though variants have been developed which do their work in a less messy fashion. The better concoctions work swiftly, further reducing the time needed for an affected individual to recover.			
Potion of Power	Instant	User: +20 Accuracy, +30 Max Endurance for 30 sec	60cp
Incorporating the restorative—if volatile—effects of dank spores, this foul-smelling but potent elixir is of undeniable worth in a fight, for it can give even the most hapless of fighters the effectiveness of an aged veteran.			

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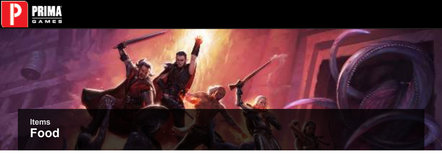

Items
Food

Food items (basic and recipe) can only be consumed outside of combat. They do not play an animation, but only one food effect can be on a character at a time. Thus, eating another food item replaces the effects of an earlier item if it is still in effect. Unlike drugs, foods only have beneficial effects, but they tend to be relatively small in value. Recipe-based foods are much less common and provide stronger bonuses.

Attribute bonuses are never more than +1 for basic food and drink. If an item on this list grants a bonus to multiple stats, it tends to have a shorter duration.

Food

Name	Speed	Effects	Value
Dragon Egg	Instant	User: +3 Resolve for 300 sec	400cp
While full-grown dragons can grow to titanic proportions, their eggs start out just larger than a human torso. They make for very filling meals, if one is willing to brave the risk of raiding a nest.			
Farmer's Spread	Instant	User: +3 Move Speed, +2 Might for 300 sec	1cp
Dyrwodan farmers, especially in Tenferths, make heavy use of this egg-based spread for their workday meals. The Tenferthers, renowned for their unflappable nature and rustic stoicism, are often the butt of jokes involving their humble food. The more good-natured jokes feature Tenferthers accidentally putting the whole eggshell in the spread and eating it all without complaint. Mean-spirited jokes involve the Tenferthers impassively eating stones, chicken feathers, nails, and other appalling substances that somehow got mixed up in the spread.			
Darkest Rauatai Cookies	Instant	User: +2 Constitution, +1 Perception, +5 Max Health for 150 sec	1cp
Rivaled only by Aedyrans in their love of sweet things, the Rauatai count many delicious desserts and rich treats among their famed recipes. One of the most revered by wealthy connoisseurs around the known world is the 'darkest' Rauatai chocolate cookie. It has become a courtesy gift among Rauatai ambassadors, with many foreign dignitaries warmly receiving any Rauatai delegation simply in the hopes of receiving a batch of the revered treats.			
Rauatai Sweet Pie	Instant	User: +10 Max Endurance for 300 sec	1cp
Popular in all of the coastal communities of Rauatai, sweet pie is often considered too rich even by their standards. It is saved for special occasions. One of the most notable and worthy occasions is when a Rauatai aumaua makes his or her first long journey across the ocean. Upon returning, his friends and family members often share a sweet pie with the returning youngster enjoying the first piece.			
Savory Pie	Instant	User: +5 Max Endurance, +1 Might, +1 Perception for 150 sec	1cp
A delicious-smelling pie, with a golden crust and a meat filling guaranteed to leave one feeling battle-ready.			
Stew	Instant	User: +5 Max Endurance, +1 Might, +1 Perception for 150 sec	1cp
Simple but effective, this stew contains a pleasing blend of meat, vegetables, and rice.			
Dragon Meat	Instant	User: +3 Resolve, +3 Might for 150 sec	500cp
Dragon meat is considered a rare and exotic treat, for the fairly obvious reason that it is not very easy to obtain. Many tales and rites of passage have formed up around the idea of consuming the raw flesh of these beasts.			
Pearlwood Chicken	Instant	User: +10 Max Endurance, +2 Constitution for 300 sec	1cp
Pearlwood chicken is common among the settlers along the Pearl Coast and Defiance Bay, but its popularity has not spread far north or abroad. Locals claim that the dwarves of Talarnei were responsible for inventing the dish. Given the odd assembly of ingredients, often a notable feature of dwarven cuisine, many are inclined to accept the claim at face value. There are rumors that the Duc of Ozia has become fond of Pearlwood chicken, supposedly using greybreast chickens imported, live, all the way from Old Vallia to suit his particular tastes. As the dish is not yet popular in the Vallian Republics, the citizens of Ozia are not sure if they should try to emulate the duc's rumored style or vigorously deny it to foreigners.			
Casitâ Casserole	Instant	User: +10 Max Endurance, +2 Intellect for 300 sec	2cp
The Casitâ Casserole, or "Captain's Casserole," originated in seaside taverns within the Dyrwood, where chefs attempted to cater to Vallian trade interests by adapting foreign recipes. The results ultimately proved far more popular with the locals than visitors from the Republics, and fish casseroles remain a common dish in many Dyrwood cities.			
Dragon Meat Dish	Instant	User: +45 Max Endurance, +3 Might, +3 Resolve for 150 sec	660cp
While tough, gamy, and notoriously hard to cook, dragon meat makes for a rich, fatty meal that is said to transfer the beast's strength and power to those that consume it.			
Dragon Egg Dish	Instant	User: +30 Max Endurance, +3 Resolve for 300 sec	560cp
The grandest of omelets. Those who feast on dragon eggs often find that there is very little they would not dare to do.			
Duc's Own Beefloaf	Instant	User: +10 Max Endurance, +2 Might for 300 sec	1cp
Beefloaf is a standard dish all across the Dyrwood and hundreds of families have been using the same recipe for generations. No one is quite sure how it came to be known as the 'duc's own,' but two legends are widespread. The first involves Admeth Hadret, the Dyrwood's first duc, personally making beefloaf for his captive prisoner, the Glanfathan Galven Rêgd. The orlan was supposedly so fond of the meal that he asked for the recipe and passed it on to his kin after his release. The second, more likely, tale features an unscrupulous cook, who worked for the venerable Black Hound Inn of Gilded Vale. She confided in myriad travelers that she had a recipe for the 'duc's own' beefloaf—simply her own delicious recipe—and sold it to dozens of people for outrageous prices. Each victim of the ruse went on to make their beefloaf with the 'duc's own' recipe, giving rise to the popular name.			
Ixamitl Ricepan	Instant	User: +5 Max Endurance, +1 Constitution, +1 Perception for 150 sec	1cp
Popular as a dinner entrée in the Ixamitl Plains, the Ixamitl ricepan has hundreds of regional and family variations. Varied as it may be, the dish is often seen as a great unifier in a culture heavily stratified by social hierarchy. Philosophers and wealthy politicians may use rare spices or finer cheeses, but its basic ingredients and ease of cooking have made it a traditional meal for all Ixamitl people. At Ixamitl wedding celebrations, it is common for the couple's close friends and family to spend the previous day cooking enough Ixamitl ricepan to feed everyone at the celebration to come.			
Vegetable	Instant	User: +5 Max Endurance, +1 Perception for 150 sec	0cp
A varied collection of celery, carrots, and other common vegetables.			
Ale	Instant	—	0cp
Although uncommon in the Dyrwood, Ale, with its rich and fruity taste, finds enough enthusiasts to keep its production flowing.			
Mead	Instant	User: +1 Damage Reduction for 300 sec	0cp
Sweet and thick, Mead is a favorite among Aedyrans, and continues to foster the tradition of pairing light-hearted evenings with unbearably heady mornings.			
Egg	Instant	User: +5 Max Endurance, +1 Might for 150 sec	0cp
A common egg, as produced by a common hen.			
Fish	Instant	User: +5 Max Endurance, +1 Intellect for 150 sec	0cp
A silver-scaled fish, fresh-caught. Dyrwoodan legend suggests that eating fish eyes makes you more clever, though they didn't seem to help the fish any.			
Grain	Instant	User: +5 Max Endurance for 300 sec	0cp
The cornerstone of a hearty meal and a hearty drink alike.			
Fruit	Instant	User: +5 Max Endurance for 300 sec	0cp
Dyrwodan fruits include the imported sonnread, staple of Aedyran orchards, and the common pear, though Vallian figs are quite popular among the wealthy.			
Oil	Instant	User: +1 Constitution for 300 sec	0cp
This oil is of the variety generally used in cooking, though it might be used as fuel in hard times.			
Poultry	Instant	User: +5 Max Endurance, +1 Constitution for 150 sec	0cp
Fowl, freshly plucked and ready for the pot.			
Rice	Instant	User: +5 Max Endurance for 300 sec	0cp
A good-sized sack of rice, brought to the Dyrwood by foreign traders.			
Sugar	Instant	User: +3 Move Speed for 20 sec	0cp
A tin of fine, powdery sugar. Used for sweetening dishes or providing a jolt of energy in a pinch.			
Meat	Instant	User: +5 Max Endurance, +1 Might for 150 sec	0cp
The glistening flesh of some unfortunate creature.			
Milk	Instant	User: +6 Max Endurance for 10 sec, +1 Constitution for 150 sec	0cp
Freshly milked from a dairy cow. Refreshing and healthy.			
Spirits	Instant	User: +1 Constitution for 300 sec	0cp
Concocted by the most daring of brewers, Spirits come in many forms and flavors, but they all share the virtue of hurling every-day problems into a sea of liquid fire.			
Cocoa	Instant	User: +1 Constitution for 300 sec	0cp
This sweet-smelling powder is an exotic good, hailing from Vallian markets. Its chief use in the Dyrwood is in the creation of the delicacy known as chocolate.			
Beer	Instant	User: +1 Damage Reduction for 300 sec	0cp
While few foreigners have much kind to say about the beer in the Dyrwood, where locals prefer to indulge in narcotics, beer is still a staple of every inn, home, and drunken feud.			
Cheese	Instant	User: +10 Max Endurance for 600 sec	0cp
An odorous, crumbly wedge of cheese. Perfect for luring rats and dinner guests alike.			
Blacsonn	Instant	User: +2 Focus on hit for 600 sec, +2 Perception for 600 sec, -2 Might for +300 sec after 600 sec, 50 Fatigue for +300 sec after 600 sec	16cp
A common sight in the Dyrwood, Blacsonn is fashioned from sonnread liquer and the boiled sap from Glanfathan trees. It's known to lend a sense of heightened alertness to the user, though it leaves one feeling worn and lethargic once it wears off.			
Carow Golan	Instant	User: +4 Focus on hit for 600 sec, +2 Dexterity for 600 sec, +2 Perception for 600 sec, -2 Intellect for 600 sec, -4 Focus on hit for +300 sec after 600 sec, 4 Fatigue for +300 sec after 600 sec, -10 Might for +300 sec after 600 sec	20cp
Made from a sacred and uncommon plant that grows deep in Eir Glanfath, Carow Golan is the name given to a mixture typically used solely for ceremonial purposes, or else by warriors going into important battles. It is said to open one's awareness to one's place in the world, raising one's ability to recognize and react to threats.			
Goldrot Chew	Instant	User: -20 Fatigue for 600 sec, 40 Fatigue for +300 sec after 600 sec	10cp
A staple of the Dyrwodan countryside, Goldrot chew is a favorite of farmers, who swear by the minor boost in energy it provides. Those who use it often find that they feel sluggish when they stop. The chew is made from the root of the golden celery plant.			
Ripple Sponge	Instant	User: +10 Max Endurance for 600 sec, -2 Focus on hit for 600 sec, 40 Fatigue for +300 sec after 600 sec	12cp
Made from the sponges found along the rocky coasts of Rauatai, Ripple Sponge is ground finely and inhaled. It is often used on long sea voyages, for it has a soothing, calming effect, which helps in tackling extended periods of strenuous activity.			
Snowcap	Instant	User: +10 Will for 600 sec, -2 Perception for 600 sec, -2 Might for +300 sec after 600 sec, -2 Intellect for +300 sec after 600 sec	14cp
The snowcap mushrooms are known to be dangerous, for improperly treated samples are akin to poison. Once properly prepared, however, they can propel individuals into a trance-like state in which, it is claimed, many have received visions and portents of significance. The mushrooms feature primarily in important Glanfathan rituals, for their elders hold the secrets behind their safe use.			
Svef	Instant	User: +4 Will for 600 sec, +10 Max Endurance for 600 sec, -2 Focus on hit for 600 sec, -2 Perception for 600 sec, -4 Resolve for +300 sec after 600 sec	18cp
Svef can be traced back to provisioners in the Vallian Republics, where the markets for the plant in question enjoy rapidly rising demand. Most commonly chewed or inhaled, svef is infamous for the near-catatonic state in which it often places its adherents. Those who use it claim that the drug gives them a sense of urgency and meaning, lost when the effects fade. More colorful accounts claim that the drug allows one to look within themselves and witness the sight of their own soul.			
Whiteleaf	Instant	User: +6 Will for 600 sec, 20 Fatigue for 600 sec, -10 Max Endurance for +300 sec after 600 sec	12cp
Whiteleaf is derived from the whiteleaf weed, which is commonly found throughout the Dyrwood and Eir Glanfath. Locals dry and smoke the plant, which grants a feeling of calm alongside an intense lethargy.			

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Items
Scrolls

Scrolls are also single-use items and can be carried in stacks. Their effects are always used for affecting an area or an individual target other than the caster. Scrolls do not restrict their usage to characters of a given class. Though scroll effects may seem similar to many traditional spells, they do not duplicate them exactly. Generally speaking, scrolls are both very powerful and very expensive.

Lore influences the effects of scrolls by directly influencing the following aspects of the scroll's abilities: Damage Done, Healing Done, and Duration. Each point of Lore gives a 15% bonus to all three. This is in addition to the bonuses added by the user's own stats.

Scroll of Moonwell

Requires 12 Lore.

Range: 6m

Area of Effect: 2.5m Radius (base 2.5m)

AoE Duration: 60 sec

Effects: Friendly AoE: +12 Endurance, +10 All Defenses for 20 sec

Value: 140cp

Channels lunar energy into a localized source of power, regenerating the Endurance of allies in the area of effect and granting a minor bonus to all Defenses.

Scroll of Wall of Flame

Requires 12 Lore.

Range: 12m

Area of Effect: 20m Wall

Duration: 30 sec

Effects: Hazard AoE: 20-30 Burn, 33.3 Burn Damage over 5 sec vs. Reflex

Value: 140cp

Generates a fearsome vertical sheet of flame, inflicting Burn damage on anyone moving through it.

Scroll of Minoletta’s Bounding Missiles

Requires 9 Lore.

Projectiles: 3

Range: 10m + 5m Jump

Area of Effect: Target + 2 Foe Jump Targets

Effects: Target: 20-30 Pierce vs. Deflection (+10 Accuracy)

Jump Targets: 10-15 Pierce vs. Deflection (+10 Accuracy)

Value: 100cp

Summons three spell missiles that batter the target, inflicting Crush damage.

Scroll of Crackling Bolt

Requires 9 Lore.

Speed: Fast

5m Jump

Area of Effect: Length: 30m

Interrupt: 40 (Average)

Effects: Target: 30-50 Shock vs. Reflex (+10 Accuracy)

Value: 100cp

Caster becomes a living generator for a powerful rebounding bolt of electricity, which leaps to the nearest enemy and jumps to up to five additional targets.

Scroll of Twin Stones

Requires 9 Lore.

Area of Effect: Length: 10m + 1.25m Radius (base 1.25m)

Effects: Target: 40 Crush Damage vs. Deflection (+10 Accuracy)

AoE: 30-50 Pierce vs. Reflex (+10 Accuracy)

Value: 100cp

Sends two deadly boulders flying out from the druid's position, dealing Crush damage to anyone in their path and exploding on contact with a solid surface, causing the fragments to Pierce anyone nearby.

Scroll of Maelstrom

Requires 15 Lore.

Speed: Fast

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 20 (Weaker)

Effects: AoE: 40-60 Burn vs. Reflex (+10 Accuracy), 30-50 Freeze, x0.2 Attack Speed for 10 sec vs. Reflex (+10 Accuracy)

Foe AoE: 15-25 Shock vs. Reflex (+10 Accuracy)

Value: 180cp

Stamped with an embossed sigil of a stormcloud, this scroll describes a spell by which the caster can create a damaging torrent of flame, ice, lightning, and corrosion.

Scroll of Prayer Against Bewilderment

Requires 12 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Dazed attacks, +50 Defense against Confused attacks for 30 sec

Value: 140cp

Bestows alacrity upon the minds of allies in the area of effect, granting a bonus against attacks with Confused or Dazed afflictions and reducing the duration of any such afflictions currently on the target.

Scroll of Missile Barrage

Requires 12 Lore.

Projectiles: 9

Range: 10m

Effects: Foe Target: 15-25 Slash vs. Deflection (+20 Accuracy)

Value: 140cp

This dusty scroll describes a spell by which the caster can send a sweeping array of fiery projectiles after a single target.

Scroll of Restore Major Endurance

Requires 12 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +33 Endurance

Value: 140cp

Shares a generous portion of the priest's divine strength, restoring a significant amount of Endurance to all allies in the area of effect.

Scroll of Stag's Horn

Requires 9 Lore.

Range: 10m

Interrupt: 40 (Average)

Effects: Target: 40-65 Pierce, -20 Deflection, -20 Reflex for 15 sec vs. Deflection (+10 Accuracy)

Value: 100cp

Conjures an enormous stag horn to attack the target, causing Pierce damage and inflicting a penalty to Deflection and

Reflex.

Scroll of Restore Light Endurance

Requires 6 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Endurance

Value: 60cp

Shares a portion of the priest's divine strength, restoring some Endurance to all allies in the area of effect.

Scroll of Ray of Fire

Requires 6 Lore.

Range: 5m

Duration: 10 sec

Interrupt: 40 (Average)

Effects: Target: 9-16 Burn vs. Reflex (+10 Accuracy)

Beam: 9-16 Burn vs. Reflex (+10 Accuracy)

Value: 60cp

Creates a scorching ray of flame between the caster and the target, inflicting continual Burn damage to the target and anyone caught in the ray.

Scroll of Protection

Requires 6 Lore.

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: x0.5 Duration for hostile effects for 15 sec (+15 Accuracy)

Value: 60cp

The spell writ upon this parchment allows the caster to aid his or her allies in purging any unnatural ailments or hostile spells.

Scroll of Defense

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +20 Deflection, +20 Fortitude, +20 Reflex, +20 Will for 6 sec (+15 Accuracy)

Value: 60cp

This tightly wound scroll describes the means by which to cast a broad enchantment of protection upon one's allies. Though it requires all to stand within the circle of its influence in order to benefit from it, the spell greatly increases one's ability to ward off attacks by raising their reflexes, as well as providing magical resistance against harm.

Scroll of Paralysis

Requires 9 Lore.

Range: 20m

Area of Effect: 5.0m Radius (base 5.0m)

Interrupt: 40 (Average)

Effects: AoE: 20-60 All, -20 Will for 10 sec, Paralyzed for 10 sec vs. Will (+15 Accuracy)

Value: 100cp

This tattered scroll describes an enchantment that will stop a group of enemies in their tracks, allowing the caster to finish them off unhindered.

Scroll of Rolling Flame

Requires 6 Lore.

5m Jump

Area of Effect: Length: 30m

Interrupt: 40 (Average)

Effects: Target: 20-30 Burn vs. Reflex (+10 Accuracy)

Value: 60cp

Creates a rebounding ball of fire, inflicting Burn damage upon anyone in its path.

Scroll of Revival

Requires 9 Lore.

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: Revive with 150 Endurance for 1 sec (+15 Accuracy)

Value: 100cp

Though no scroll can reach beyond the Shroud and return one's fallen comrades to life, this spell can prevent their passing, for it restores to the incapacitated the vigor required to set them back upon their feet.

Scroll of Valor

Requires 12 Lore.

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +40 Melee Accuracy, +40 Ranged Accuracy for 6 sec (+15 Accuracy)

Value: 140cp

This scroll grants the caster knowledge of a spell, which in turn improves the accuracy of every ally within range of the spell's influence. Even green recruits can be made to target with precision the weaknesses of one's enemies.

Scroll of Restore Moderate Endurance

Requires 9 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +22 Endurance

Value: 100cp

Shares a portion of the priest's divine strength, restoring a moderate amount of Endurance to all allies in the area of effect.

Scroll of Prayer Against Restraint

Requires 9 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Hobbled attacks, +50 Defense against Stuck attacks for 30 sec

Value: 100cp

Frees allies in the area of effect from perceived constraints, granting a bonus against attacks with Hobbled or Stuck afflictions and reducing the duration of any such afflictions currently on the target.

Scroll of Fan of Flames

Requires 3 Lore.

Area of Effect: Length: 5.0m (base 5.0m) 120° Cone

Interrupt: 40 (Average)

Effects: AoE: 45-60 Burn vs. Reflex (+10 Accuracy)

Value: 20cp

Creates a cone of fire in front of the caster, causing Burn damage to anyone in the area of effect.

Scroll of Jolting Touch

Requires 3 Lore.

2m Jump

Area of Effect: Target + 2 Foe Jump Targets

Interrupt: 40 (Average)

Effects: Target: 55-75 Shock vs. Deflection (+15 Accuracy)

Jump Targets: 41-56 Shock vs. Deflection (+15 Accuracy)

Value: 20cp

A bolt of electricity jumps from the caster’s fingers to the nearest enemy, and then to the next nearest, causing decreasing amounts of Shock damage.

Scroll of Prayer Against Fear

Requires 3 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Frightened attacks, +50 Defense against Terrified attacks for 20 sec

Value: 20cp

Steels the mind of allies in the area of effect against all external fears, granting bonus resistance against attacks with Frightened or Terrified afflictions and reducing the duration of any such afflictions currently on the target.

Scroll of Nature’s Mark

Requires 3 Lore.

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Effects: Foe AoE: -10 Deflection, -10 Reflex for 30 sec vs. Will (+10 Accuracy)

Value: 20cp

Causes enemies in the area of effect to glow with pale green light, making them easier targets. Affected enemies suffer decreased Deflection and Reflex.

Scroll of Minoletta’s Minor Missiles

Requires 3 Lore.

Speed: Fast

Projectiles: 3

Range: 15m

Interrupt: 0 (Weakest)

Effects: Target: 14-26 Crush vs. Deflection (+10 Accuracy)

Value: 20cp

Summons three spell missiles that batter the target, inflicting Crush damage.

Scroll of Tanglefoot

Requires 3 Lore.

Speed: Fast

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

AoE Duration: 20 sec

Interrupt: 40 (Average)

Effects: AoE: Hobbled for 10 sec vs. Reflex (+10 Accuracy)

Value: 20cp

Rapidly grows a patch of twisted vines that surround and entangle anyone unlucky enough to get caught inside. Characters who set foot inside the area of effect become Hobbled.

Scroll of Prayer Against Infirmity

Requires 6 Lore.

Speed: Fast

Range: 5m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: Friendly AoE: +50 Defense against Sickened attacks, +50 Defense against Weakened attacks for 30 sec

Value: 60cp

Fortifies the health of allies in the area of effect, granting a bonus against attacks with Sickened or Weakened afflictions and reducing the duration of any such afflictions currently on the target.

Scroll of Insect Swarm

Requires 6 Lore.

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Effects: AoE: 33.3 Pierce Damage over 10 sec, -10 Concentration for 10 sec vs. Fortitude (+10 Accuracy)

Value: 60cp

Attracts a swarm of aggressive insects, causing Raw Damage over time and reducing the concentration of anyone in the area of effect.

Scroll of Binding Web

Requires 6 Lore.

Range: 20m

Area of Effect: 2.5m Radius (base 2.5m)

AoE Duration: 10 sec

Effects: AoE: Hobbled for 3 sec vs. Reflex (-5 Accuracy)

Value: 60cp

Spins a resilient, viscous web throughout the area of effect, reducing Movement for all affected.

Scroll of Burst of Summer Flame

Requires 6 Lore.

Speed: Fast

Range: 15m

Area of Effect: 1.25m Radius (base 1.25m)

Interrupt: 20 (Weaker)

Effects: AoE: 20-30 Burn vs. Reflex (+10 Accuracy)

Value: 60cp

Quickly generates an explosive flash of flame, inflicting Burn damage to anyone in the area of effect. Short cast time.

Scroll of Confusion

Requires 12 Lore.

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: Foe AoE: Confused for 8 sec vs. Will (+10 Accuracy)

Value: 140cp

Infects the minds of enemies in the area of effect with delirium, Confusing them.

Scroll of Fireball

Requires 9 Lore.

Speed: Fast

Range: 10m

Area of Effect: 2.5m Radius (base 2.5m)

Interrupt: 40 (Average)

Effects: AoE: 25-35 Burn vs. Reflex (+10 Accuracy)

Value: 100cp

Summons a flaming ball of molten earth that explodes at a targeted location, causing Burn damage to all in the area of effect.

Rite of Walking Shadows

Requires 6 Lore.

Speed: Slow

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +3 Stealth for 120 sec (+15 Accuracy)

Value: 30cp

Rites are special type of magical scroll. The ritual contained on the scroll allows the reader to grant a specific skill bonus to all of his or her allies for a long duration.

Rite of Hidden Wonders

Requires 6 Lore.

Speed: Slow

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +3 Mechanics for 120 sec (+15 Accuracy)

Value: 30cp

Rites are special type of magical scroll. The ritual contained on the scroll allows the reader to grant a specific skill bonus to all of his or her allies for a long duration.

Rite of Ancient Legends

Requires 6 Lore.

Speed: Slow

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +3 Lore for 120 sec (+15 Accuracy)

Value: 30cp

Rites are a special type of magical scroll. The ritual contained on the scroll allows the reader to grant a specific skill bonus to all of his or her allies for a long duration.

Scroll of Boiling Spray

Requires 12 Lore.

Area of Effect: Length: 3.0m (base 3.0m) 90° Cone

Interrupt: 40 (Average)

Effects: AoE: 40-50 Burn, 2.0m Push vs. Reflex (+10 Accuracy)

Value: 140cp

Everyone in the cone area of effect takes Burn damage and is pushed back.

Rite of Youthful Spirits

Requires 6 Lore.

Speed: Slow

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +3 Athletics for 120 sec (+15 Accuracy)

Value: 30cp

Rites are special type of magical scroll. The ritual contained on the scroll allows the reader to grant a specific skill bonus to all of his or her allies for a long duration.

Rite of the Untamed Wild

Requires 6 Lore.

Speed: Slow

Range: 10m

Area of Effect: 5.0m Radius (base 5.0m)

Effects: Friendly AoE: +3 Survival for 120 sec (+15 Accuracy)

Value: 30cp

Rites are a special type of magical scroll. The ritual contained on the scroll allows the reader to grant a specific skill bonus to all of his or her allies for a long duration.

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Items
Figurines

Figurines are used for summoning. They typically resemble the creature that they summon (e.g., a figurine that summons a giant white eagle might appear to be a small eagle figurine made of ivory). Properly speaking, the creatures are not “summoned,” but temporarily created by the power in the figurine. They usually can be used a number of times per-rest, but some have a fixed limit of total uses. The duration of the summoning is affected by the Lore of the user, which increases the duration by 15% per point. Like any other summoning, using a figurine displaces any existing summons the character has performed.

Figurines

Name	Req Level	Speed	Effects	Location	Value
Ivory Wurm	3	Instant	Summons two wurms	Valewood - Quest: Xaurip Box Creature: Warchief Iklak	0cp
This adra figurine is shaped like a small beetle. Its colorful shell catches the light in strange ways, changing hues as it’s turned in one’s hands.					
Ebony Spider	7	Instant	Summons a widowmaker and 3 widowmaker spiderlings	Hearthsong (Exterior) - Store: Rhanet - The Market	0cp
Nearly life-sized, this figurine is carved from what appears to have been a single block of dark stone. Two red, jeweled little eyes grant it the illusion of life.					
Bronze Horn	3	Instant	This figurine summons an animat	Black Hammer Smithery - Store: Tuatanu	0cp
Strangely enough, the Drake Figurine looks oddly like a cow.					
Oaken Scarab	5	Instant	Summons three wood beetles	Copperlane (Exterior) - Container: Hidden under a loose stone by the theater	0cp
This wooden beetle has had lifelike detail carefully burned into the carved shell. Tiny barbs are etched onto its legs, and its folded wings bear mazey patterns.					
Iridescent Scarab	8	Instant	Summons an adra beetle	Heritage Hill (Exterior) - Container: Mausoleum 02, in trapped sarcophagus	0cp
This adra figurine is shaped like a small beetle. Its colorful shell catches the light in strange ways, changing hues as it’s turned in one’s hands.					
Ashwood Cameo	6	Instant	Summons a delemgan	Copperlane (Exterior) - Store: Lora	0cp
This intricate piece has been created from one small piece of ashwood. A raised relief has been carved across the front, depicting an eerie, beautiful figure standing beneath a large and twisting tree. Her face is turned slightly to regard the viewer, as if having just noticed their presence.					
Obsidian Lamp	7	Instant	Summons three shades	First Fires (Valian Embassy) - Container: Locked chest in the north west room	0cp
This lamp seems to swallow light, showing no reflection upon its surface. It’s cold to the touch, and when held to one’s ear, a quiet sussurus can be heard. The lamp is sealed with a piece of cork, on which a single rune is inscribed.					

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Items
Traps

Party members can deploy traps from their quick item slots. Any character can set a trap, but the Accuracy of the trap is modified by the character's Mechanics skill. Each party member can have one trap deployed at a time (potentially for a total of six). Once a trap is placed, it can't be recovered. However, when hostile traps (not placed by party members) are disarmed, they give the character who disarmed it a trap that they can use.

Placed traps derive things like AoE, damage modifiers, Interrupt, etc. from the character's stats in the normal way. The one exception is Dexterity, which is not used for Accuracy . Additional character-specific Accuracy bonuses from things like spells, items, or racial abilities do not apply to trap Accuracy.

Total Trap Accuracy = Base Trap Accuracy + Leveled Character Accuracy + (Mechanics * 3)

Traps

	Name	Area of Effect	Effect	Value
	Bounding Missiles Trap	1.0m Radius Hazard	Hazard AoE: 13-20 Pierce vs. Deflection (-10 Accuracy)	100cp
Upon being triggered, this trap looses a series of arcane projectiles in the direction of its victim. Upon striking, the missiles seek out a second, additional target, though they rapidly lose their momentum with each subsequent hit.				
	Fireball Trap	1.0m Radius Hazard	Hazard AoE: 13-17 Burn vs. Reflex (-10 Accuracy)	75cp
This trap, once triggered, hurls a large, spherical plume of flame toward a designated point, where it bursts with explosive force. The distance it must travel sometimes permits the especially fleet-footed to avoid harm, but this is not a common problem.				
	Gaze of the Adragan Trap	1.0m Radius Hazard	Hazard AoE: Petrified for 7 sec vs. Fortitude (-10 Accuracy)	150cp
Once triggered, this powerful trap inflicts a heavy curse that paralyzes all foes within its range, rendering them vulnerable to further attack.				
	Sunlance Trap	1.0m Radius Hazard	Hazard AoE: 20-25 Pierce vs. Deflection (-10 Accuracy)	200cp
A favorite among Eothasians, the Sunlance Trap calls down a powerful lance of pure and blinding light that strikes with lethal force. Those intruders that are not impaled outright are often seared alive by the resulting heat.				
	Freezing Pillar Trap	1.0m Radius Hazard	Hazard AoE: 8-20 Freeze vs. Reflex (-10 Accuracy), Hobbled for 3 sec vs. Fortitude (-10 Accuracy)	150cp
Upon stepping upon the trigger point for this trap, the unfortunate victim is struck with a massive, gleaming shard of ice. Those caught in the immediate vicinity do not escape unharmed either, for the shard emanates a cold so powerful that it spreads a circle of frost from the point of impact.				
	Hail of Darts Trap	1.0m Radius Hazard	Hazard AoE: 10-13 Pierce vs. Deflection (-10 Accuracy)	50cp
A further improvement upon the popular dart trap, this trap fires multiple darts upon a given area, inflicting damage to all caught within.				
	Noxious Burst Trap	1.0m Radius Hazard	Hazard AoE: 33-40 Corrode, Sickened for 15 sec vs. Fortitude (-10 Accuracy)	100cp
This trap emanates a cloud of foul-smelling gas, causing all those caught within it to grow sickened. The noxious fumes have been known to strip paint from shields.				
	Dart Trap	1.0m Radius Hazard	Hazard AoE: 10-13 Pierce vs. Deflection (-10 Accuracy)	25cp
A variant on the popular arrow trap, this results in a small dart being fired at the target, resulting in a proportionally smaller amount of damage. Even so, a dart to the head can be quite painful.				
	Boiling Spray Trap	1.0m Radius Hazard	Hazard AoE: 0 Burn, 2.0m Push vs. Reflex (-10 Accuracy)	125cp
This trap sprays those unlucky enough to stumble upon it with a blast of superheated water, causing grievous burns and no small measure of alarm.				
	Arrow Trap	1.0m Radius Hazard	Hazard AoE: 20-27 Pierce vs. Deflection (-10 Accuracy)	50cp
This mechanism allows for the firing of an arrow toward a designated position. A simple, but highly effective means of discouraging intruders.				
	Chain Lightning Trap	1.0m Radius Hazard	Hazard AoE: 10-17 Shock vs. Reflex (-10 Accuracy)	175cp
A dangerous trap for both creator and target, this trap delivers a powerful jolt of lightning that leaps to up to six nearby enemy targets before it loses sufficient force to dissipate.				
	Malignant Cloud Trap	1.0m Radius Hazard	Hazard AoE: 3-9 Raw vs. Fortitude	125cp
This trap releases a cloud of virulent poison from several hidden valves, inflicting considerable damage to the lungs of any and all standing within its reach.				
	Pillar of Holy Fire Trap	1.0m Radius Hazard	Hazard AoE: 33-40 Burn vs. Reflex (-10 Accuracy)	175cp
This popular trap promises dramatic results, for it conjures a searing pillar of flame upon a designated site. Though those affected may well consider themselves abandoned by the gods, the mechanisms of this trap are not the strict purview of the faithful.				
	Concussive Missiles Trap	1.0m Radius Hazard	Hazard AoE: 10-18 Crush vs. Deflection (+20 Accuracy)	150cp
This trap results in five swift missiles of force being directed toward the unlucky target. These missiles travel at sufficient power to also cause the formation of a small shockwave around the target, striking nearby bystanders, as well.				
	Fan of Flames Trap	1.0m Radius Hazard	Hazard AoE: 17-22 Burn vs. Reflex (-10 Accuracy)	25cp
This trap ignites a short-ranged burst of flame in a single direction. Highly dramatic, but short-lived.				
	Poison Dart Trap	1.0m Radius Hazard	Hazard AoE: 10-13 Pierce, Weakened for 7 sec vs. Deflection (-10 Accuracy)	75cp
This trap fires a poison-tipped dart at a single target, injecting them with foul toxins.				
	Poisonous Cloud Trap	1.0m Radius Hazard	Hazard AoE: 15-20 Corrode, 1000 Raw Damage vs. Fortitude (-10 Accuracy)	200cp
This trap releases a poisonous cloud of chemicals from a hidden valve beneath the trigger mechanism, affecting all those caught within the toxic haze.				
	Tanglefoot Trap	1.0m Radius Hazard	Hazard AoE: Hobbled for 10 sec vs. Reflex (-10 Accuracy)	75cp
This trap releases a sprawling, magical patch of vines and plants that immediately begins to twine about the boots and legs of those standing upon it, fouling their steps.				

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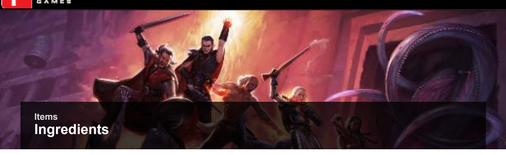

Items
Ingredients

Crafting ingredients are a special classification of items that are used only for crafting. They take up no space and are, therefore, always segregated from other items in the user interface and go directly into the Stash. All crafting ingredients are shared by the party and can be used by anyone at any time.

There are two main types of ingredients, creature parts and plants parts. Creature parts are usually retrieved from looting the corpse of fallen foes. Plants and Fungi can be retrieved in the wild, but are easy to miss. While exploring any map, press Tab to highlight collectible ingredients.

Creature Parts

Name	Value
Wurm Wing	4cp
Even at their youngest, dragons are dangerous creatures. This is the wing from a wurm, already impressive in its span.	
Vithrack Brain	22cp
The large, gelatinous brain of a vithrack. Though the vithrack are known to possess impressive powers of the mind, there is no obvious source for said power on the brain's wrinkled surface.	
Vessel Flesh	12cp
The reeking flesh once held a bound soul. With its energy fading, the flesh is entering a rapid decay.	
Vessel Bone	10cp
Once one of the bones to which a soul desperately clung, now it holds only traces of the life it held.	
Troll Skin	10cp
The hide of a troll is formed of what appears to be several layers of thin vines, plants, and mulch, forming a thick, nearly impenetrable skin.	
Stelgaer Tooth	20cp
Though not one of the large fangs for which stelgaers are famed, this sharp tooth is nonetheless impressive.	
Spirit Residue	14cp
Faint, ethereal wisps of soul energy made manifest.	
Spider Venom Sac	16cp
The mottled venom gland of a spider, bulging with deadly fluids.	
Spear Spider Leg	4cp
Spear Spiders have long, tapering front limbs ending in a sharp point, which they use to impale their prey. This leg is covered in small, backward-facing barbs.	
Skuldr Ear	10cp
The tattered ear of a skuldr.	
Primal Wind	14cp
This whirling cloud of smoke and air flashes with occasional bursts of energy.	
Primal Water	14cp
This water is pure and clear, and seems to be perpetually in motion, even when the vessel that carries it is at rest.	
Primal Rock	14cp
A chiseled portion of rock, slate-gray and pocked with gleaming minerals. When set on the ground, it floats a small distance above the earth.	
Primal Flame	14cp
This bright little flame leaps and sparks with magical energy.	
Ooze Plasma	14cp
A congealed mass of thick and opaque jelly.	
Ogre Blood	14cp
The potent blood of an ogre. It seems darker and thicker than the blood of smaller creatures, though similar in all other respects.	
Drake Talon	12cp
Sickle-shaped and impressively sharp, this talon was removed from the slain body of a drake.	
Binding Copper	8cp
These tight coils of gleaming copper are typically found in conjunction with adra, where they affect peculiar changes.	
Beetle Shell	12cp
The segmented, armor-like shell of a very large beetle.	
Awakened Wood	12cp
This irregular chunk of wood seems to hold a trace of life within it.	
Awakened Root	10cp
A gnarled, twisting root, poised as if to snare the unwary.	
Awakened Adra	18cp
A vibrantly-hued piece of adra, still humming with energy.	
Dank Spores	16cp
These small, feather-thin spores have delicate, stinging barbs by which they cling to surfaces, passing creatures, and the inside of nostrils.	
Sky Dragon Eye	24cp
Sky dragons are said to have almost supernatural vision, able to pick out the tiniest prey from far above the ground. Though clouded now with death, the iris of this massive eye retains its vibrant, green-gold sheen.	
Adra Dragon Scale	24cp
Once full-grown, each dragon takes on the traits of the environment it has claimed as its kingdom, and the change is reflected in every aspect of its form. This shimmering scale is of a size to dwarf most shields, making of it a worthy trophy. It seems to be entirely comprised of adra, though it bears the same grooves and texture as might be found on a far smaller creature.	

Plants and Fungi

Name	Value
Orlan's Cradle	10cp
Named by Readceran settlers, who came upon the mushrooms in the forest, this thick, flat fungus grows along the base of large trees.	
Pilgrim's Crown	10cp
These small golden flowers grow across entire meadows in the plains of Ixamiti, and less commonly in the Dyrwood. They're frequently woven into garlands and wreaths. Many a pair of infatuated youths has passed a Pilgrim's Crown between them.	
River Reed	10cp
These tall reeds grow along the creeks and rivers of the Dyrwood, where they often spook travelers with the eerie whistle of the wind through their stems.	
Settler's Arrow	10cp
These distinctive mushrooms are shaped like arrowheads, protruding from the side of tree trunks.	
Skaenbone	10cp
These small blue-grey cap mushrooms are typically found growing under leaf litter, which has earned them an association with the Quiet Slave.	
Springberry	10cp
Found on tall, distinctively shaped shrubs, these large pink berries are both sweet and frequently used in various medicines, not only to obscure the taste.	
St Gyran's Horn	10cp
A favorite of hummingbirds, these large, trumpet-shaped flowers are often found in gardens or used for decoration.	
Admeth's Wyrt	10cp
This distinctive herb is a common sight in open fields and meadows, bearing small, arrow-shaped leaves that encircle red flowers. It earned its name for its association with the final resting place of Admeth Haret, though the particulars of the story change with each retelling.	
Berath's Bell	10cp
This flowering plant has drooping flowers of a somber blue and gold shade. Both the sweet-smelling leaves and berries of the plant are known to be extremely poisonous, toxic to grazing animals and people alike.	
Blood Moss	10cp
This moss grows in sprawling clumps, and its dull crimson hue earned it its name. It is a common sight in more humid regions, where locals say that the moss resembles wounds at the base of trees where it is found.	
Burned Lady	10cp
Despite their humble appearance, these small brown mushrooms are prized for their taste. Their caps are round and distinctively shaped, with small circular depressions dotting the surface.	
Cave Coral	10cp
This peculiar red fungus is typically found in damp caves. Its hollow, cagelike formations resemble sea coral, from which it takes its name.	
Dyrcap	10cp
This small, unassuming white mushroom is a common sight in the Dyrwood.	
Golden Celery	10cp
A common sight on Dynwoodan farmland, these thick-stemmed plants are topped by clusters of small yellow flowers. They are commonly used for cooking, or the creation of Goldrot chew, derived from their roots.	

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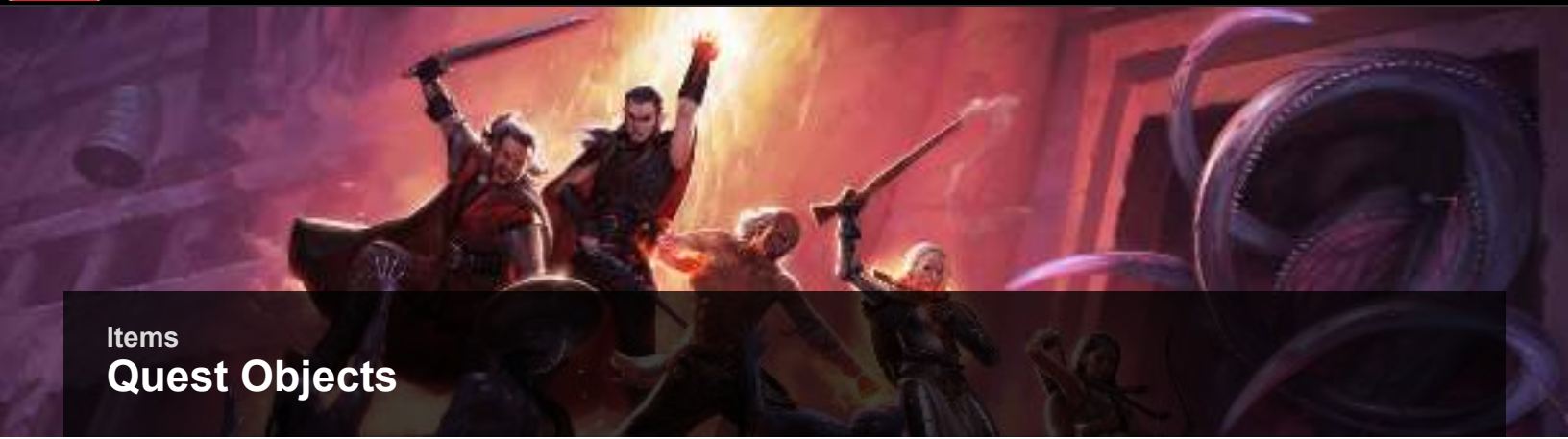

Items

Quest Objects

Like crafting ingredients, quest objects are special party objects and are put into a special section of the Stash that is separate from other inventory items types. Quest objects can be accessed by anyone in the party although they are typically only used in specific, scripted circumstances.

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Items
Currency

Wealth (cp) is what players use to buy things and currency items are among the most common treasures found in the world. Currency items have a number of different forms, but as soon as the player picks the item up, it's converted to the nominal values and simply added to the party's cp total.

For example, a player opens a chest and they see five silver lusces inside. When this is picked up the phrase "Gained 5 silver lusces (15cp)." If displayed. The five actual silver lusce items are destroyed and simply converted to cp added to the party's total wealth.

Standard Coinage Types

The standard coinage of commerce is the Dyrwoodan copper pand (pahnd, "pawn"), abbreviated as "cp". This is a high-volume currency used in everyday trade and is the basis for most transactions.

The pand is augmented by the Dyrwoodan gold duc (so-named for the original coins' portrait of Duc Admeth Hadret), worth 12 pands.

Also somewhat common in the Dyrwood are the Vailian silver lusce (LOO-shay, "fish"), typically worth 3 pands and the suole (SWHO-lay, "sun"), worth 9 pands. Rarely, wealthy people will use the oversized oble (OH-blay, "double") worth 18 pands.

Glanfathans use relatively crude (but large) copper coins called awld (auld, "knot") worth 2 pands. They also rarely trade even larger, intricately-carved adra coins called enîach (EH-nee-ach [German ch], "honor"). They aren't made specifically to be used as currency, but are gifted to people by an anamfath (AH-nahm-fah, "soul prince", Glanfathan) for noteworthy deeds. They are worth about 60 pands.

Aedyrans use copper coins called skeyt (skayt, "wealth") worth 1 pand. They also use a large silver coin called fenning (FEH-nihng, "coin") worth 6 pands and the gold scelling (SHEH-ling) worth 12 pands.

Coins

Name	Value
Adra Eniach	18cp
Not currency in the traditional sense, eniachs are awarded to Glanfathans for noteworthy deeds. They are palm-sized, intricately-carved discs of adra that commemorate the deeds of the recipient.	
Copper Awld	2cp
Glanfathans use relatively large, crude copper coins called áild ("knot") that are worth more than a Dyrwoodan pand due to their high copper content.	
Silver Fenning	6cp
This large silver coin is used for large transactions in the Aedyr Empire and many of their colonial territories.	
Silver Lusce	3cp
The most common Vailian coin found in the Dyrwood is the silver lusce ("fish"), so-named for its resemblance to the scales of a fish.	
Golden Suole	9cp
The smallest gold coin used by the Vailian Republics, the suole ("sun") is used for high-value transactions.	
Copper Skeyt	1cp
The skeyt is the standard currency used in the Aedyr Empire and areas under their direct control. Like the Dyrwoodan pand, it is a small copper coin.	
Golden Oble	18cp
A rare coin even in the Vailian Republics, the golden oble ("double") is a large gold coin. It is mostly used by the extremely wealthy.	
Golden Scelling	12cp
The golden Aedyre scelling is the equivalent of the Dyrwoodan duc, equal in size and value.	
Copper Pand	1cp
This is a high-volume Dyrwoodan currency used in everyday trade and is the basis for most transactions.	
Golden Duc	12cp
The golden duc is the only gold coin minted in the Dyrwood. They bear the faces of historical ducs of the Dyrwood, though most of them show the face of the first duc, Admeth Hadret.	

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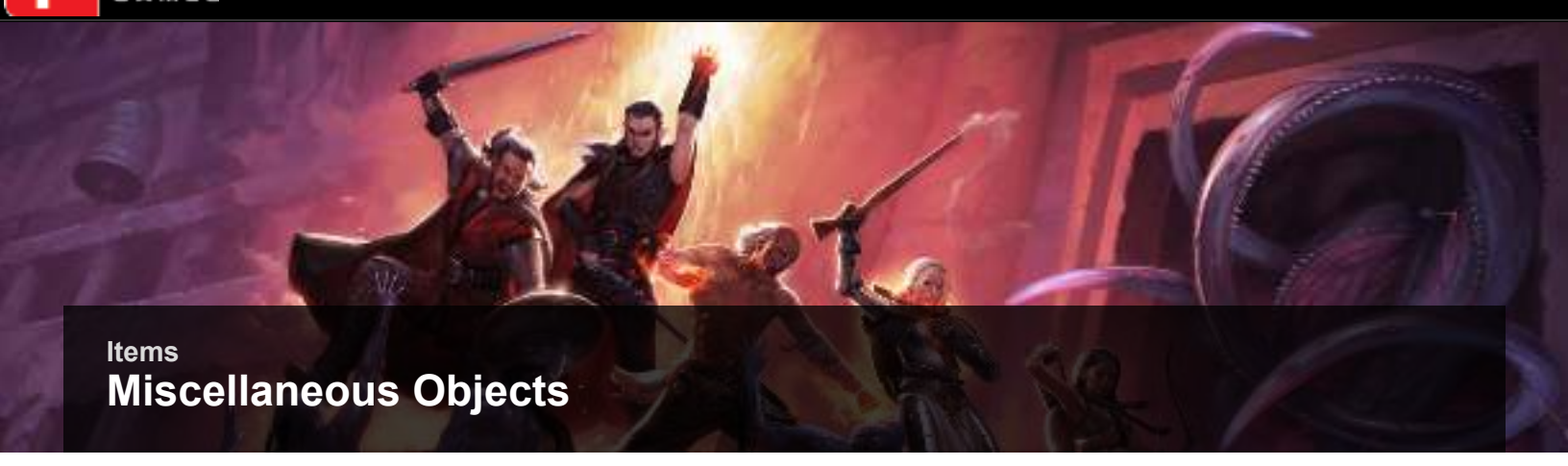

Items
Miscellaneous Objects

This catch-all category of items is used for items that are not equipment, consumables, ingredients, or currency. It includes items like art objects, gems, and other items of value, but also items that can be used in scripted interactions like ropes, grappling hooks, wooden poles, etc.

Gems

Gems are a staple of the game, so you find bunches of them in the world. They are a combination of “real world” (Earth) gemstones, as well as stones that are unique to game’s world. Gems are often used in crafting recipes.

Gems

Name	Value
Tâ Ondra Tara	250cp
Translated as “Ondra’s Tooth,” these are large baroque (teardrop-shaped) pearls most commonly found and traded by aumaua.	
Sapphire	950cp
One of the world’s hardest stones and also one of its rarest, sapphires are most often blue and often quite vivid in their coloration.	
Emerald	750cp
A highly rare stone, emeralds are usually thought of as green, but in some cases can be completely colorless. The discovery of an emerald deposit generally means a lifetime of prosperity for its discoverer.	
Diamond	350cp
This mostly colorless stone is popular for its shimmering look, but is not especially rare and can be purchased at reasonable prices in most areas of the world.	
Ruby	850cp
Rubies typically range in hue from pink to red, with the deeper shades being more highly valued. The crystals in their natural state are found in triangular clusters, but come in a wide variety of cuts when brought to market.	
Peridot	50cp
Found almost exclusively in a pale green color, peridot is a glassy stone that is easy to find, but difficult to find in specimens of gem-worthy quality.	
Velune	65cp
Velune’s namesake is a yellow-orange fruit found in Old Vailia. These clear gemstones bear a similar yellow-orange color and are often cut like rubies, sapphires, and emeralds. Most of the world’s known Velune mines have long since dried up, and the stone has become one of the most sought after in recent years.	
Garnet	85cp
Garnets come in nearly every color, but are most frequently pictured as being red or orange. On the rarer side of Eora’s stones, garnet is also known for its hardness and is occasionally employed by certain blacksmiths in steel etching.	
Pearl	100cp
Pearls are formed in the mouths of clams and similar animals. They are hard spheres, most often white, that show faint iridescence. Being difficult to come by in large numbers, they are every bit as rare as many precious stones and, consequently, just as expensive.	
Adra	3cp
An organic material crystalline in structure, but shell-like in substance, adra can be found growing up through the ground in veins in many parts of Eora. Easy to carve and manipulate, it is a favorite of jewelers as a semiprecious stone, and is often cut more intricately and beautifully than other gems.	
Agate	5cp
Agates are common on Eora, oft-used by craftsmen for their bright colors. Their considerable hardness also lends them a variety of more practical applications.	
Amethyst	10cp
Amethyst can be found in a variety of shades, but those of darkest purple are considered to be the most valuable. Discovery of new sources has become commonplace in the past few hundred years, and amethyst no longer fetches the same value it once did.	
Turquoise	12cp
Turquoise is an amorphous, semiprecious stone, opaque and blue or blue-green in its general color, but often flecked with darker deposits.	
Jasper	15cp
Jasper is found in the wild as a dull, mottled stone, frequently in red or green, but often with a variety of colors lent by other surrounding minerals. While relatively easy to find, polished, the stone’s distinctive swirls of color give it endless variety.	
Bloodstone	25cp
Bloodstone is traditionally a dark stone, often a deep green. But the presence of pockets of iron or red jasper resembling blood spatter give the stone its name, as well as its value.	
Moonstone	25cp
Moonstone derives its name from its moonlight-like luster, and is sometimes collected by Ondra’s Giftbearers, who associate the stone’s presence in the world with the legends of Ondra’s love affair with the moon.	
Adra Bán	35cp
“White adra” is an extraordinarily rare precious stone found in some formations of adra. It sometimes appears immediately adjacent to copper conductors used in Engwithan structures. It has a luminescent white color with pink and violet veins striations running through it.	
Topaz	500cp
A glassy mineral on the common end of Eora’s precious stones, topaz comes in warm and cold colors, depending upon its impurities, but blue topaz, generally of a lighter shade than would be found on most sapphires, is its most iconic incarnation.	
Heart of White March	3500cp
The Heart of White March is a priceless jewel known for its pale glow and named after the equally famous mountain range it was discovered in. Jewels like this were once believed to attract dragons.	
Opal	150cp
Opal has a base color of a pearly white, but it is among the world’s most precious stones in large part for the aesthetic beauty of the bright iridescence it displays, in addition to its general rarity.	

Adventure Items

The following is a list of items used in scripted interactions. These are designed to be used specific circumstances to have want these to have occasional use, but they don’t need to be useful that often. Some of them are mostly for flavor, and they’re all cheap. In all cases, the interaction item must be in the Pack, not the Stash, to work.

Adventure Items

Name	Value
Flint and Tinder	5cp
A sharp piece of flint to be struck with steel and a small amount of tinder is all that’s needed to start a fire in most situations.	
Rope and Grappling Hook	15cp
Grappling hooks can be used to anchor a rope to locations that may be hard to reach by foot. Though often used to scale high walls, they have many potential applications. The usefulness of the rope is limited only by the imagination of the adventurer carrying it.	
Prybar	12cp
Effective for prying open certain types of containers, but not especially useful on doors due to the uneven and narrow distribution of its leverage.	
Hammer and Chisel	10cp
A simple iron hammer and chisel, useful for chipping away at hard surfaces, particularly ones that display structural weakness.	

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Main Quest: Act I

The Watcher of Dyrwood: Encampment

Part 1: A Slight Case of Rumbling Rot

New Main Quest: The Gilded Vale

Objective: Journey to Gilded Vale

A fallen tree blocks your progress to Gilded Vale, so the caravaneers decide to set up camp for the night. Caravan Master Odema sends his assistant Sparfel off to hunt, and looks you up and down. You are sick with a possible case of Rumbling Rot. You need a specific berry that when made into a tea will calm your insides and help you make it through the night.

After learning of the type of berries you should be hunting, you may ask the following:

- **Finding the berries:** They grow on a “funny-looking” bush nearby.
- **About the ruins:** They’re on half the hills of Eir Glanfath, and are older than the Glanfarthan hunters that prowl nearby. They are mostly ransacked. Mostly.
- **Who built them?** No one that liked them enough to stop them from becoming ruins.
- **Nearby dangers:** None if you’re quick.
- **The type of weather:** Usually rain and wind; but from time to time, a strange spirit breeze called a biawac may form.
- **What the huge rocks are:** Green, shell-like material with strange properties, used by the soul butchers of Defiance Bay. They can hold a man’s soul, apparently.
- **[Leave]** Go and look for the berries.

Once you leave, Odema recommends you take someone with you; a sturdy, armor-clad woman named Calisca. After some quick banter, you leave and are free to explore the Encampment.

TAKE CONTROL

At this point, it’s a great idea to pause for a few moments and fiddle with the three menus at the bottom of your screen (the party portraits, Action Bar, and Combat Log). The Training section of this guide gives you more information about this.

Part 2: Trading at Camp

New Main Quest: A Moment's Respite

Objective: Collect some springberries to concoct a remedy

Spend a few moments in the camp **(1)**, talking to the assembled folk (who mostly urge you to undertake your berry hunt). Then wander over to the man standing on the rug on the west side of the camp **(2)**; Heodan the trader. Speak with him, and inspect his wares.

THINK BEFORE YOU SPEAK

Your talk with Heodan can encompass information regarding the chap's past history, the Aedyr Empire, and can result in you choosing responses that are Passionate, Clever, Cruel, Diplomatic, and Rational. Selecting these responses influences your personality and standing with individuals and factions, so choose carefully (and continue to pick similar emotional responses if you wish to heighten—or lessen—your Disposition reputation.

SHOP NOW

You have around 70 cp to spend, and future events mean that now is the best time to buy. You and Calisca's inventory can be augmented, though it's best to add items that you'll find useful in the near future; such as Lockpicks, and perhaps one or two weapons (like a Crossbow or Rapier).

Part 3: The Search for Springberry

THOROUGH EXPLORATION

Usually, the Main Quest path encompasses only the critical areas of a location. However, exploring thoroughly allows you to discover Side Quests and Tasks, as well as hidden items that can be kept or traded for other items or currency at shops.

Head southeast of the camp, close to the wagon and through a stone arch where the horses are stabled, and claim the Orlan's Cradle (a fungus) from the ruined stone wall. Then continue northwest of the camp, to the main thoroughfare and find Sparfel standing by a tree **(6)**. If you follow this road to the southeast, it ends at an impassable fallen tree **(3)**. You can inspect the tree for more information on it. Magnifying glass icons, like the one on the tree offer interesting information for the inquisitive traveler.

Proceed along the road to the west of Sparfel **(6)**, then continue northwest toward the small, blue-lit glowing tree and into the stone outcropping ruins where a Young Wolf **(4)** is guarding a deer carcass. Engage it in combat (ideally attacking the foe using both your and Calisca's attacks).

BODY LOOT

Don't forget to search the items dropped by most enemies you slay; check the statistics of each, and pay particular attention to wolf pelts, which can be traded for a reasonable sum; you can try this now by returning to Heodan.

The wolf was guarding more than a recent kill; check the northwest rocky outcrop for a small bush, and gather the Springberry necessary to tend to your sickness. Your Side Quest now updates:

Part 4: Hunting for Sparfel

Quest updated: A Moment's Respite

Objective: Find Sparfel

Just after you pick the Springberry, Calisca stops to talk to you. You can engage her in conversation, revealing as much, or as little, as you like. This conversation helps to fill out your character's Background in your Journal. To continue, choose to tell her, "Let's get back to camp." She recommends you check up on Sparfel by the stream to the south. Head south, but immediately check to the west; additional fungi (called Burned Lady) grows near the rock wall here.

Follow the steam heading southeast, past a ruined arch to the stone bridge with the lantern **(5)**.

(Optional) Don't cross it yet; continue along the right side of the stream bank, frightening a deer, and inspecting two corpses by some trees at the end of the bank. One has some useful Lockpicks and armor to purloin.

SNEAKY SECRETS

Several items do not reveal themselves with a glowing object until you enter Scouting mode. For instance, take the Beer from the tent at the camp southwest of the bridge (5). Then enter Scouting mode, walk near the second shelter, mouse over the entrance, and watch the flap light up with a purple highlight. Click on the flap and take the Disappointer handgun. Always enter Scouting mode when searching for items!

Return and cross the bridge. Calisca isn't surprised that Sparfel went hunting instead. His small camp to the west is empty, but he left the waterskin you need. Approach and gather it.

As you approach the Waterskin, Sparfel staggers out of the woods with a hunter's arrow between his shoulder blades. You're being attacked!

Part 5: Glanfathan Ambush!

Quest updated: A Moment's Respite

Objective: Reach the camp

Two Hunters appear from differing directions, and begin to merrily hack at you. Concentrate your collective fury on the nearest one first, and then attack the bowman. Bring both these enemies down. Calisca urges you to quickly return to the caravan camp, but not before you inspect the Glanfathan Hunter's corpse and grab his gold. You can also gather some Dyrcap mushrooms to the southwest and Beer from under the shelter next to the tent.

Follow the path over the bridge, north and east to the lantern tree, and stop before you're pounced on by three more Hunters **(6)**; prepare for combat and then tackle each Hunter one at a time using both Calisca and your character. Loot the corpses and then take the thoroughfare eastward back toward the camp **(1)**, which has been thoroughly ransacked. You are too late to halt the Glanfathan massacre; all but one of your comrades lie dead!

BATTLE PREP

Prepare magical or special attacks, change your battle formation, and equip some different weapons if you wish, before engaging in combat. Master the Quicksave at this point, too.

Part 6: An Ill Wind

You face the thick bearded form of the Glanfathan Leader, who holds a wet blade at the throat of the only remaining survivor, Heodan the trader. He orders you to lay down your weapons in return for Heodan's life. You can:

- Ask why this has happened.
- **[Lore 1] [Diplomatic - Minor]:** Tell him the ruins weren't sullied by your hands.
- **[Honest - Minor]:** Tell him you're just passing through.
- **[Diplomatic - Minor]:** Tell him you didn't have anything to do with what the caravaneers did.
- **[Passionate - Minor]:** Vow that they will pay for these murders.
- **[Rational - Minor]:** Tell him they'll kill you either way.

Any conversation option results in the Glanfathan Leader asking—a little more impatiently—to lay down your arms. Your second round of conversation options are as follows:

- A plea for reason as you're simply innocents.
- **[Might 14]:** Call the Leader out for attacking a weak enemy while a stronger one lives. Conclusion 1.
- **[Perception 14]:** Tell the Leader his courage is a mask, and none of them is a true warrior. Conclusion 1.
- **[Intellect 13]:** Tell him that killing Heodan is like killing the Leader himself. Conclusion 1.
- **[Resolve 15]:** Shouting to the Leader to kill Heodan immediately. Conclusion 1.
- **[Athletics 1]:** Rushing the Leader before he can react. Conclusion 1.
- **[Intellect 15] [Lore 1]:** Figuring out the hunters worship Galawain. Conclusion 2.
- **[Put down your weapons]** Laying down your weapons, and hoping to surrender. Conclusion 3.
- **[Stay armed]** Remaining armed, and waiting for the Leader to make a move. Conclusion 1.

Conclusion 1

Heodan is wounded by the leader's attack, and the Leader starts combat with him. Attack!

Conclusion 2 (Recommended):

This allows Heodan to dodge the leader's attack, and the Leader charges you instead. Attack!

Conclusion 3 (Not Suggested):

Heodan is wounded by the leader's attack, the Leader starts combat with him, and you have no weapons to help you after the battle.

At this point, Heodan joins your party. If you don't want him to hold the record for "least effective party member," rush the Leader, and attack! Stop the Hunters from slaying Heodan (all three of you should concentrate your fighting on this foe, then mop up the two Hunters afterwards).

After the fight, orbs mysteriously emanate from the bodies of the dead attackers. The wind begins to swell, the near-dead body of Caravan Master Odema stirs, and he gurgles at you to run as the air becomes thick with a strange electrical discharge. You climb the rocks and attempt to flee into the ruins, but a Hunter tackles the wounded Heodan. You can:

- **Throw your weapon at the attacker:** This option is available if you didn't choose Conclusion 3, previously. Your weapon strikes the Hunter, and Heodan is freed.
- **Fire at the attacker:** This option is available if you're armed with ranged weapons (a bow, handgun, wand, or sceptre, for example). The projectile stops the Hunter, and Heodan is freed.
- **Allow Heodan to break free on his own:** Heodan hasn't the strength to free himself, and he succumbs to the biawac before you reach safety.

Amid the maelstrom, your party manages to stagger into the Ruins of Cilant Lîs, where the quest continues.

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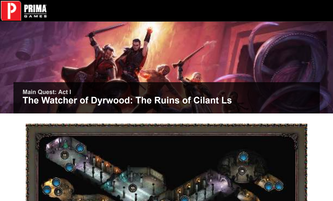
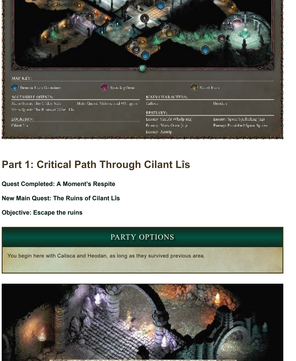


Main Quest: Act I

The Watcher of Dyrwood: The Ruins of Cliant Ls



Part 1: Critical Path Through Cilant Lis

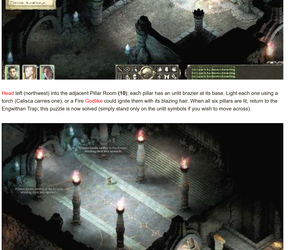
Quest Completed: A Moment's Respite

New Main Quest: The Ruins of Cliant Ls

Objective: Escape the ruins

PARTY OPTIONS

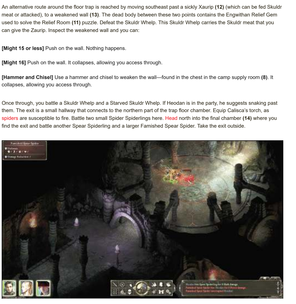
You begin here with Calisca and Heodan, as long as they survived previous area.



Pass by the lower level of the ruins (now permanently blocked by fallen rubble), and reach the stone steps and archway (**7**). Heodan may request a rest here (which Calisca isn't happy about), and you can learn more about what just happened to you, who attacked you, and other information. Choose "Let's get going." If you head right (southeast) from the junction, you reach the battle with a Xaurip and an Engwithan Trap puzzle. If you head left (northwest), you wind around to a dead-end camp (**8**) and can gather some supplies.

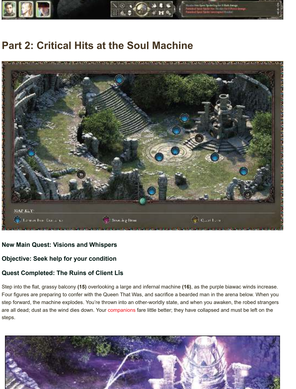
Move toward a section of tiles (**9**) marked with peculiar symbols. This is one of two ways to maneuver to the exit of these ruins, and the method of traversing this Engwithan tile trap is as follows:

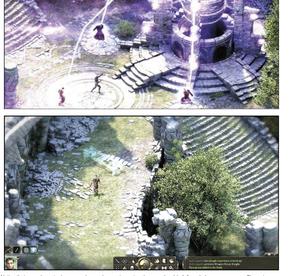
Head left (northwest) into the adjacent Pillar Room (**10**), each pillar has an unlit brazier at its base. Light each one using a torch (Calisca carries one), or a Fire Godlike could ignite them with its blazing hair. When all six pillars are lit, return to the Engwithan Trap; this puzzle is now solved (simply stand only on the unlit symbols if you wish to move across).



RELIEF ROOM

There's an additional Engwithan Relief Room (**11**) where Lesser Black Oozes are fought not relevant to your Main Quest. However, you can interact with the dark slick oozy wall on the back wall in this room and choose to "Use your waterskin to clear off the ooze." Next, choose "place the gem—the one you can find on the dead body in the weakened wall passage—in the eye socket." This opens a secret door to the right. Defeat the Lesser Black Ooze inside the small chamber and then open the container inside the small chamber. It contains a Minor Cloak of Protection and Amethyst and Adra.





An alternative route around the floor trap is reached by moving southeast past a sickly Xaurip (**12**) (which can be fed Skuldr meat or attacked), to a weakened wall (**13**). The dead body between these two points contains the Engwithan Relief Gem used to solve the Relief Room (**11**) puzzle. Defeat the Skuldr Whelp. This Skuldr Whelp carries the Skuldr meat that you can give the Zaurip. Inspect the weakened wall and you can:

[Might 15 or less] Push on the wall. Nothing happens.

[Might 16] Push on the wall. It collapses, allowing you access through.

[Hammer and Chisel] Use a hammer and chisel to weaken the wall—found in the chest in the camp supply room (**8**). It collapses, allowing you access through.

Once through, you battle a Skuldr Whelp and a Starved Skuldr Whelp. If Heodan is in the party, he suggests snaking past them. The exit is a small hallway that connects to the northern part of the trap floor chamber. Equip Calisca's torch, as spiders are susceptible to fire. Battle two small Spider Spiderlings here. Head north into the final chamber (**14**) where you find the exit and battle another Spear Spiderling and a larger Famished Spear Spider. Take the exit outside.

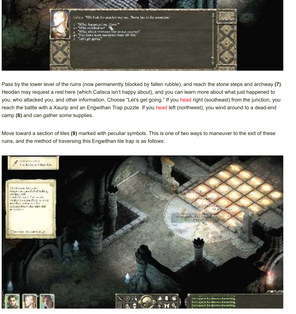
Part 2: Critical Hits at the Soul Machine

New Main Quest: Visions and Whispers

Objective: Seek help for your condition

Quest Completed: The Ruins of Client Lis

Step into the flat, grassy balcony (**15**) overlooking a large and infernal machine (**16**), as the purple biawac winds increase. Four figures are preparing to confer with the Queen That Was, and sacrifice a bearded man in the arena below. When you step forward, the machine explodes. You're thrown into an ether-worldly state, and when you awaken, the robed strangers are all dead; dust as the wind dies down. Your companions fare little better; they have collapsed and must be left on the steps.



Notice that your character has earned enough experience to advance a level (a "+" symbol appears on your Character Selection menu). Click on the "+" symbol, distribute the six earned points, and choose a new talent. Don't forget to ransack your party's bodies for equipment before descending the steps. Edge clockwise around the balcony to the stone steps, gathering Dyrcap and St Cryran's Horn (a plant). Along the way, you pass through ghostly images of people on torture racks. Your Main Quest now updates:

Main Quest: Act I

The Watcher of Dyrwood: Valewood

Part 1: Navigating the Wild Woods

Main Quest: The Gilded Vale

Objective: Cross the Valewood

THOROUGH SEARCHES

At this point, the Main Quest won't flag plants to pick, or items to pilfer from chests or other containers, unless they are explicitly required for your critical path. Check out the area map for item locations.

From your start in the north **(18)**, travel south along the path. Follow it to the southwest until you reach a stream. To the north is a small camp **(20)** of three Xaurip. We suggest saving this battle for another day when you have a larger party. Further south is a single Outlaw to fight. Keep the fight close to the path and don't lure the Bandit further east toward a bandit camp **(19)** unless you want to fight multiple bandits at once. Cross the stream heading southwest to battle a lone Young Wolf—it's a stress-free battle if you're healthy.

DIFFICULT BATTLES ALONE

Beware! Depending on your character type, you are usually out-matched by the Bandits and Outlaws (19), Xaurips (20), pack of Wolves (24), and the ferocious bear in the cave (21). All but the bear fight is possible for a Fighter with all the best weapons, accessories, potions or food available at this point, but it takes multiple camping sessions to keep you in top shape to pull it off. You can find camp supplies on the first corpse reached when you enter the area (18). Save your progress early and often, and for the undeveloped characters, return to explore these locations when you have a bigger party and can withstand the battering these foes give you!

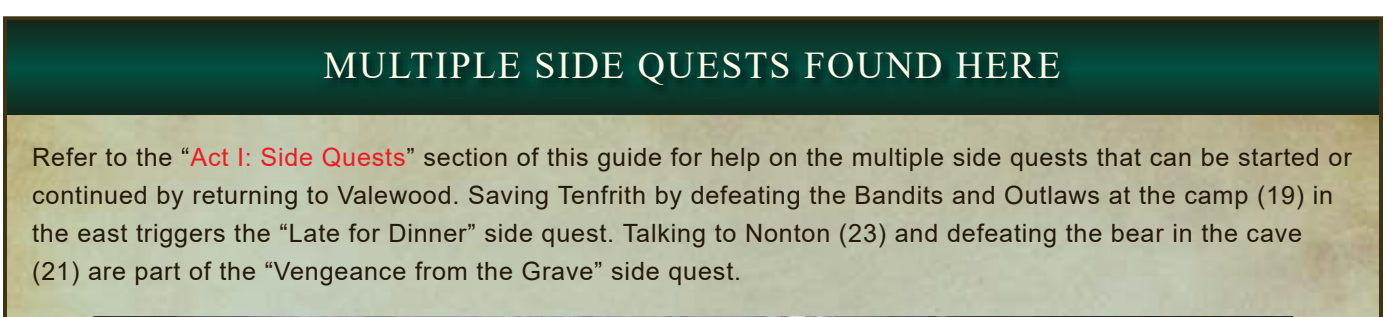
Pass the remains of a ransacked wagon as you reach a bridge to the south. Cross the bridge, and optionally chat to the man **(23)** hurriedly dismantling his camp near the bridge. This is Nonton. You can find out more about him, and his hapless fellow hunter, who was mauled by a bear. Now continue to follow the cobblestone road southward toward the exit **(26)**. At the World Map, choose to proceed to Gilded Vale.

MULTIPLE SIDE QUESTS FOUND HERE

Refer to the "Act I: Side Quests" section of this guide for help on the multiple side quests that can be started or continued by returning to Valewood. Saving Tenfrith by defeating the Bandits and Outlaws at the camp (19) in the east triggers the "Late for Dinner" side quest. Talking to Nonton (23) and defeating the bear in the cave (21) are part of the "Vengeance from the Grave" side quest.

CLIMBING THE SLIPPERY, MOSS-COVERED BRICK WALL

You must purchase a Rope and Grappling Hook at the smithery in Gilded Vale to climb the slippery wall near the pack of wolves (24). Only then can you loot the dead body (25) at the top of the dilapidated stairway. However, you do not need to wait to take the items from a loose rock in the opposite wall (behind the tree). You can find a Minor Ring of Protection, along with Potion of Eldritch Aim and Turquoise.



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Main Quest: Act I

The Watcher of Dyrwood: Gilded Vale

Part 1: Corpse Chatter at the Hanging Tree

You've reached the relative safety of Gilded Vale via its north road **(27)**. Head south toward the center of town, down the stone steps to a rather gruesome hanging tree **(28)**. You're stopped by Urgeat, a magistrate and agent of Lord Raedric VII, who has recently set about slaying the more "impure" members of town. Speak to him, answering as you wish. Learn a wealth of information as you quiz Urgeat (especially about the Hollowborn, which Urgeat is attempting to wipe out), or ignore him completely.

The tolling of an ominous bell interrupts him at the end of the conversation. It seems Lord Raedric's heir is lost or a Hollowborn. Ask Urgeat as many additional questions as you wish, but you get no further information from Urgeat until you get some rest. You cannot camp in town, but almost any other exterior map allows camping. The Black Hound Inn is a good place to rest. The Quest updates before you leave.

Quest updated: The Gilded Vale

Objective: Get some Rest

Gilded Vale is filled with exciting possibilities and it's tempting to explore the machinations of your first big city. However, your party is probably weary from their previous battles, so stop by the Black Hound Inn **(30)** before doing anything else. You cannot continue the Main Quest: Gilded Vale or Visions and Whispers without rest.

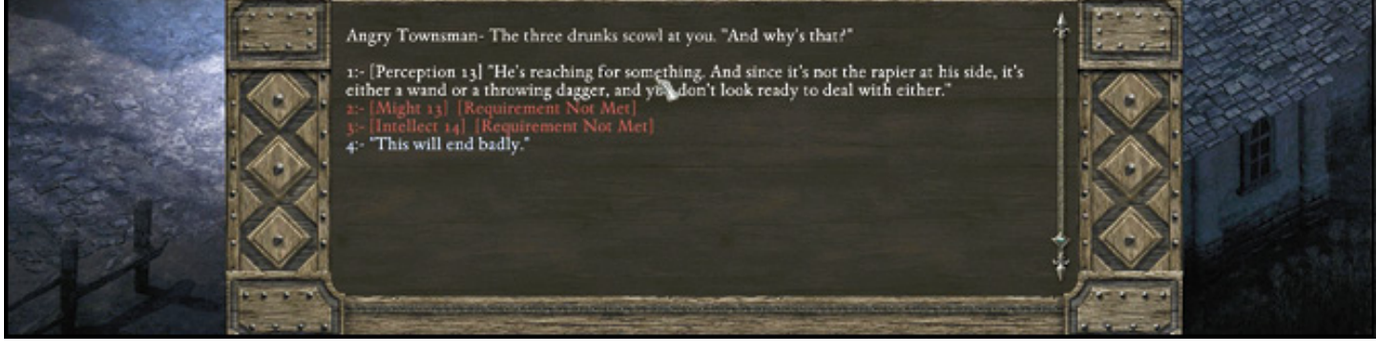
Part 2: (Optional) Recruiting Aloth and Eder

VILLAGER INTERACTION

There are a fair number of villagers standing and wandering this village. All offer flavor if you interact with them (their greetings change, depending on your standing within the settlement). Interaction with the named villagers leads to strange psychic experiences for your main character. There are also various buildings to enter and plants to pick.

Journey to the southwest corner of town, toward the large structure known as the Black Hound Inn **(30)**. Close to the main entrance, three townsfolk argue with an elf named Aloth. You can interject (you have a Passionate, Rational, and Diplomatic responses to attempt if you wish). The situation almost always degenerates into blind, ugly violence! To avoid this, choose the calming rational choice first, then warn the townsfolk “I don’t think attacking him is such a good idea.” Finally, with Perception at 13, you can choose the first choice on the last dialogue menu: “He’s reaching for something. And since it’s not the rapier at his side….” With that, the angry villagers leave without a fight.

After the confrontation (if a fight erupts), gather any items from the corpses and speak to Aloth. Find out more about him, then recruit him into your party. Get some rest at the Black Hound Inn.

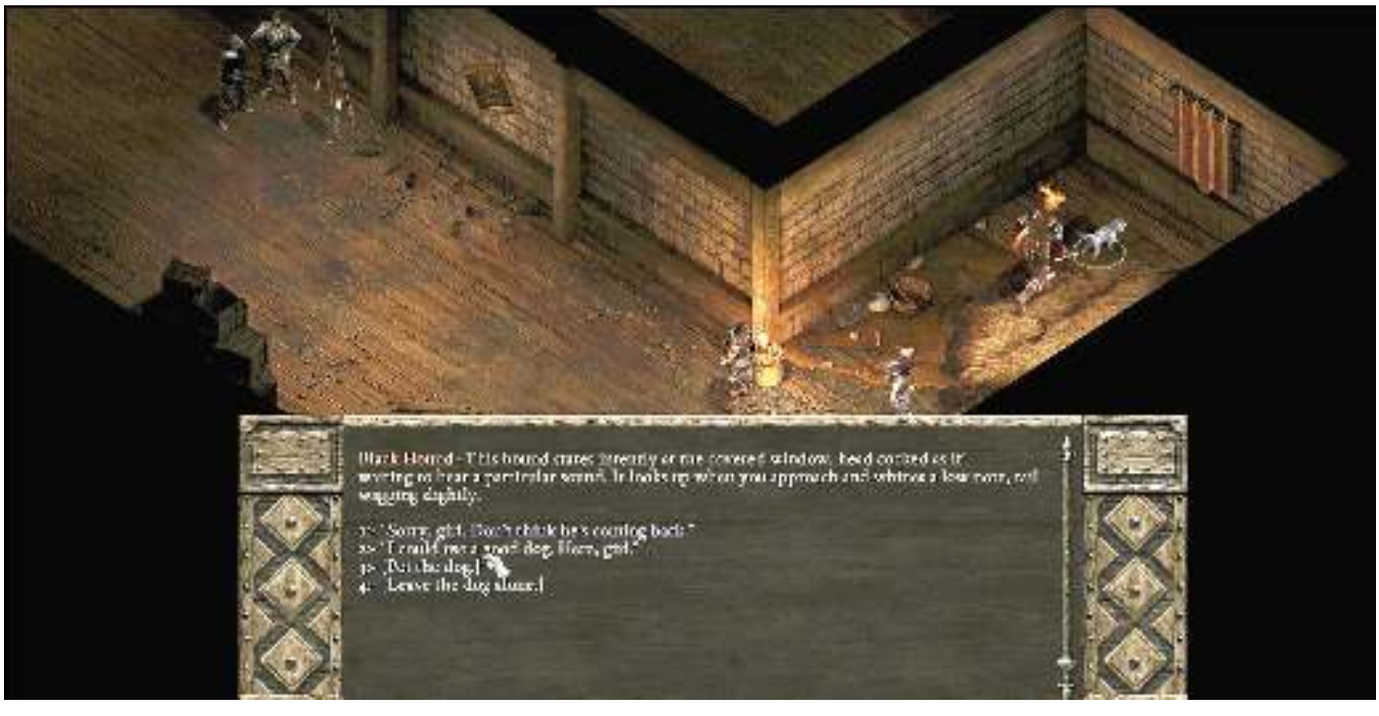


To the south of the hanging tree **(28)** is a cocksure adventurer **(32)** clad in armor with some reasonably impressive equipment; a man named Edér that can join your party, but only after you have gotten some rest and spoken to the dwarf lady hanging in the tree. Continue conversing with the fighter until the option to have him join your party becomes available.

Part 3: (Optional) Activities in Gilded Vale

Activities at the Black Hound Inn

At this point, you are free to move about the town and begin some wanderings, Side Quests, and Tasks. One excellent plan is to enter the Black Hound Inn **(30)** and speak to the barkeep, Hilde **(A)**. She has a variety of topics to investigate:



A Room

Purchase a room for the night (which offers a permanent buff to each party member until you camp or rest again). This is recommended and the next objective in the Visions and Whispers quest.

Recruitment

Purchase a party member for hire (this costs 250 cp to 500 cp). Though expensive, you can tailor the character to excel in whatever skills and abilities you wish (using the same character building menus as your main character). Use this to fill a gap in your party. Six is the maximum number of companions that can travel with you. Be aware that you will be picking up one or two more members in the next area.

Trade

Buy and sell with Hilde (selling rather than buying, as her wares are limited). This is a great way to make large sums of money if you loot and stash everything possible.

Task: Late for Dinner

Ask Hilde why they only serve porridge, and agree to search for her cook, Tenfrith, who has gone missing (see Act I Side Quests for more info).

Explore the Inn, optionally ransacking any accessible tables, cupboards, or other storage vessels (especially upstairs).

Pet: Black Hound

Locate the dog **(C)** whining for his missing owner. Pet the dog or beckon it to you, and it becomes a Pet, but only after talking to Hilde the innkeeper about the hound first (this party mascot travels with you, but you don't control it).

Activities around (and below) Gilded Vale

Investigate the empty farm building **(40)** north of the hanging tree. It's empty, but contains items to steal.

Side Quest: Fragments of a Scattered Faith

After adding Edér **(32)** to your party, this quest becomes available, the first task is to bring Edér to speak with Maerwald. (see Act I Side Quests for details).

Side Quest: Buried Secrets

Visit the child by the ruins **(33)** just east of the hanging tree, who mentions something about a closed temple. Then descend the nearby steps, into the Temple of Eothas, and begin this side quest (see Act I Side Quests for details).

Task: Against the Grain

Head north toward the Windmill **(38)**, where you're engaged in a war of words between a dwarf named Sweynur and the mill owner Trumbel. Sort out this dispute while you're in town (see Act I Side Quests for details).

Task: Vengeance from the Grave

Ingroed's House **(39)** is just northeast of the hanging tree. This is where you find Nonton and Ingroed making hurried arrangements to leave town. This Task doesn't begin if you talk to the couple; but it's a critical location to find (see Act I Side Quests for details).

Side Quest: The Smith's Shipment

The Black Hammer Smithery **(35)** is east and a little south of the hanging tree. Speak to Tuatanu, who is missing a shipment in Black Meadow, and begin this Quest (see Act I Side Quests for details). Optional: While there, purchase the Rope and Grappling Hook, then use these tools to scale the wall in Valewood.

DON'T LOOT THE BLACK HAMMER!

Do not loot the inside of the Black Hammer Smithery; the well-armed workers inside will annihilate your party quickly. It's best to stay on Tuatanu's good side.

Side Quest: A Mother's Plea

Aufra's House **(29)** is northwest of the hanging tree. Head inside; the pregnant woman is Calisca's sister. She is worried about her child being Hollowborn, and hopes you can help by finding a midwife (see Act I Side Quests for details).

Activities in Valewood

Remember to travel to the north of Gilded Vale. Now that you have two (or more) party members, you can hunt foes much more easily. There are some interesting opportunities here:

Task: Late for Dinner

Head northeast to the Bandit Camp **(19)**, where Tenfrith, the Black Hound Inn's cook, is being held (see Act I Side Quests for details).

Task: Vengeance from the Grave

Head north into the cave **(21)**, slaughtering a bear and speaking to a lost spirit to begin this task (see Act I Side Quests for details).

Part 4: Visions and Whispers & The Gilded Vale Continued

Quest updated: Visions and Whispers

Objective: Find the dwarf woman from the dream

Quest updated: The Gilded Vale

Objective: Speak to Magistrate Urgeat

Quest Complete: Visions and Whispers

New Main Quest: The Old Watcher

Objective: Travel to Caed Nua

Back at the hanging tree **(28)** after sleeping and dreaming of the dwarf woman at the Black Hound Inn, move behind the low ruined stone wall to the hanging corpse on the left side of the tree; the distended body of an elderly dwarf animancer woman is swaying in the fetid breeze. Reach out for the woman when prompted, and join her mind in a strange malaise of purple fog. Choose to ask all the presented questions regarding your ability (that of a "Watcher"), and more about the dwarf's life before it ended with a roped neck and a short drop. Once you finish, she tells you to find a man named Maerwald, who shares your ability. The quest updates at this time.

Magistrate Urgeat is also meandering around the hanging tree. Once you've rested you can complete the conversation with Urgeat. It was confirmed that Lord Raedric's child was Hollowborn. As a result of this horrific news, Raedric will be aggressively purifying Gilded Vale. Urgeat suggests you leave town as soon as possible. The Gilded Vale quest is complete after this conversation. Note, however, that it will be updated to reflect his words if you do go back to speak with him after resting.

Quest Complete: The Gilded Vale

TRAVEL COMPANIONS

At this point, you can simply leave town. However, it's important to gather the two Companions (Edér and Aloth) who are waiting in Gilded Vale, to increase your chances of survival. With enough trading, you can manage to fill your party completely with hired help from the Black Hound Inn. This makes your party very strong. There are a number of optional Quests and Tasks to undertake, too.

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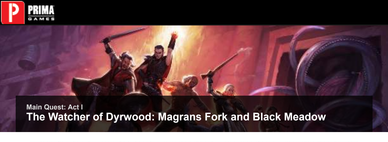


Main Quest: Act I

The Watcher of Dyrwood: Magrans Fork and Black Meadow

Part 1: Gathering Force at Magran's Fork and Black Meadow

Enter Magran's Fork **(41)**, a mid-sized area of wilderness on the way to Black Meadow, then head southeast down the path, pausing to slay the Wolf to your left (west). Foolmar is to the right **(42)**. After speaking with him, a large Wolf attacks. Defeat the beast, then talk to Foolmar again. Before he runs off, he gives you three Potions of Minor Endurance, which is very helpful when used during battle. Make sure you're familiar with quick item slots!

Inviting the Priest, Durance

Head southeast to the fork in the road for which the area is named. There's a signpost here (hinting at the direction of Ansilog's Compass and Black Meadow) and another party member **(43)** to gather, a priest by the name of Durance. He stands beside the statue of Magran. During the conversation, Durance says that you and he were meant to travel together —he saw your soul in the flames. End the conversation with "Company would be welcome on the road" to have him join your party.

SIDE QUEST: THE TRIALS OF DURANCE

A new side quest becomes available after adding Durance to your party: The Trials of Durance. The objective is to simply spend time traveling with Durance.

PARTY HARDY

Your party should now be five or six strong, depending on the number of hires you've elected to bring along. Remember to change the formations (and perhaps the weapons) of your party to best suit your style of combat. It's typically best to put your most resilient (highest health) at the front of the party. Consult the Training section of this guide for more options.

You can inspect the old ruins if you wish, checking the interior of the cottage **(44)** for food and camping supplies, and combating a WIFO Wisp. A small brick also highlights inside the ruined silo—there's some coinage behind it. This teaches you to be very thorough in your search for items.

There's a Forest Troll **(45)** along the southern edges of the area (guarding a slain adventurer), wild boars just north of there, and a pack of four wolves north of the fork. We suggest taking on all these battles for the experience and items gained. This also allows you to get familiar with how the priest's magic works into your party's attack style.

To the east is a possibility of combat between your party and two Goldpact Paladins and a magician named Ludrana **(46)**; all can become hostile, if you do not sneak past them. They're hunting travelers. You can read Ludrana's orders if you wish to gather more Lore flavor.

CROSSROADS

At this point, you can take the eastern exit (47) and continue on to Black Meadows (to continue the Main Quest). Alternatively, you can head to the southern edge (48) of this map and access Ansilog's Compass (to optionally explore and continue Side Quest: A Mother's Plea). Check our Act I Side Quests section for options for the latter location.

ENEMY WEAKNESSES

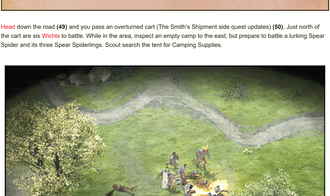
Remember when fighting that you're gathering data to make future combat against similar foes more straightforward. So check the statistics box of each new enemy (like the Forest Troll) to determine which weapon type inflicts the most damage on them. Then equip it for as many party members before each subsequent bout.

Part 2: A Tough Slog Through Black Meadow

DANGEROUS TERRITORY

Black Meadow features a number of hardy enemies and is much more dangerous than previous wilderness locations! Remember to camp between combat bouts, and properly prepare to battle the hardy trolls. If you haven't equipped your party to slay them, then consult the Bestiary for the best weapons to use on these foes.

Head down the road **(49)** and you pass an overturned cart (The Smith's Shipment side quest updates) **(50)**. Just north of the cart are six Witchs to battle. While in the area, inspect an empty camp to the east, but prepare to battle a lurking Spear Spider and its three Spear Spiderlings. Scout search the tent for Camping Supplies.



Main Quest: Act I

The Watcher of Dyrwood: Caed Nua

Part 1: The Tumbledown Keep of Caen Nua

Main Quest: The Old Watcher

Objective: Enter the Keep

Caed Nua is an impressive fortification, but in complete disrepair. Cross the bridge **(55)**. You encounter a tall, thick-set aumaua named Kana just left of the fortress entrance **(56)**. He explains that he's here to find Maerwald, just like you. Recruit Kana into your party if you wish to complete the "Time and Tide" side quest, which involves searching the buried ruins under the keep of Caed Nua for a sacred Book of Virtues. If you do not pick him up now, he remains at the gate in case you want to add him later.

SIDE QUEST: TIME AND TIDE

A new side quest becomes available after adding Kana to your party: Time and Tide. The objective is to find Maerwald.

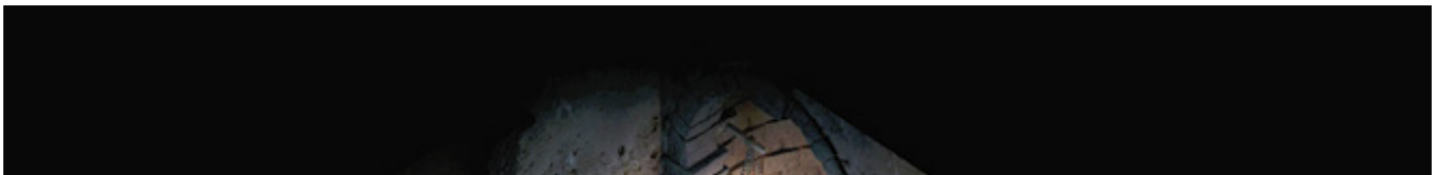
Enter the keep's fortified entrance, and remain along the southern wall battlements if you prefer to avoid combat. Or, step northward **(57)** in the grassy courtyard of this abandoned inner Bailey and engage a variety of ghostly foes, such as Shadows, Will-O-Wisps, and Phantoms. You can clear the entire area of spirits and even inspect (and enter) some of the out-buildings.

Move to the northeast area of the grounds and interact with the furious spirit of a dead villager **(58)**, who explains the predicament of this location. Enter the ivy-covered archway and proceed into the Great Hall.

The Great Hall Interior

Inside **(59)**, you are met by a fearsome group of Phantoms and Shadows. Slay them all. To the left **(60)** are steps up to the barracks, which are empty and in ruins. To the right **(61)** steps lead to the Library, which contains two Shadows and a Phantom, but nothing of interest—it's also wrecked. The eastern chamber **(62)** is the treasury, but the chest inside is empty. Instead, approach the throne **(63)**, where the hollow-eyed Steward—a face carved in the relief of the throne's backing—begins to speak with you.

Diligently talk to the Steward regarding the topics at hand. You learn more about Caed Nua, the fact that this can (and will) become your Stronghold, the tasks and upkeep a Stronghold requires from you, and more about Maerwald, whom you seek.



At the very end of the conversation, the door **(64)** to the north swings open, providing access into the hallway that leads to the Dungeons. The spirit of a woman standing near the stairs **(65)** admonishes her child. Speak to her before descending.

Quest Updated: The Old Watcher

Objective: Find Maerwald

CAMP OUT
Rest outside the Great Hall, then fill your Camping Supply capacity to the max and before venturing into the dungeon—even if this means heading back to Gilded Vale. You also get the inn sleeping bonus if you rest in the most expensive room. There are some tough battles ahead and you must be adequately prepared.

Part 2: Dungeon Creeper

At the base of the steps **(66)**, arm yourself accordingly to fight spiders. Gingerly step into the dungeon area and maneuver into your attack formation as Ivory Spiders, Spear Spiderlings, and Spear Spiders assault you from the northwest and southeast. Don't rush forward as there are plenty more arachnids to slay. Remain calm and flee upstairs if combat isn't going your way.

When the initial spiders are dead, check the cells to the northwest and southwest for more before conversing with the spirit Commander **(67)** as you head to the stairs **(68)** to the southwest. Then descend another level.

Part 3: Into the Endless Paths of Od Nua (Level 1)

FIFTEEN LEVELS OF HURT

This is the first of 15 Levels of the Endless Paths of Od Nua. You do NOT have to head any further down into this massive dungeon to complete this Main Quest! Deeper dungeon exploration is intended for much higher level adventurers. A magical barrier bars the doorway to the second level of Od Nua. It is not passable until you acquire The Master Below quest from the Steward, which happens after dealing with Maerwald.

The strange ethereal form of a bandit (69) is stuck in time here, but of greater importance is the locked door (to the north) Raider is guarding. Mechanics of 4 is required to open the door. Here are your options:

- Check your party members, and level them up if possible, choosing Mechanics to specialize in for one of them. Then select this party member (which can be your main character) to open the door.
- Or, explore this level more thoroughly, and find the secret wall and floor plate that opens the chamber door.

If you can't get the door open, you must explore the entire level, which leads to a number of battles.

Storage Room 1

There's a storage room **(70)** to the south (with two crates to search) where Spear Spiders have attacked Xaurips. Slay everything. The barred doorway **(71)** in this room, leading to Endless Paths of Od Nua, opens once The Master Below quest is acquired.

Storage Room 2

The room **(72)** southwest of your starting point has four Wood Beetles, a barrel, and crate to inspect. There's also a closed door to the southwest and an exit to the northwest.

Mining Area

Head through the northwest exit to a rock wall and large open mining area **(73)** (and a crate to inspect). A group of Looters here are led by a Goldpact Knight. Try trapping the Goldpact Knight with magic or use a knock down attack. Attack him while he's down or attack the others while he's out of commission, as he is the toughest of the bunch. The Looter/archer shoots into the crowd from a distance. Save him for last.

Once all the human enemies are dead, inspect the mining area more closely where the Looters were. Activate Scouting by stepping on the loose floor stone on the east wall. This lowers a secret door, allowing access into Maerwald's chamber **(74)**.

SPIDER QUEEN

The rest of this level features Wood Beetles, more spiders, and a massive Spider Queen (75). There's also an exit (76) from the lower levels of this dungeon to the west, as well as a ladder (77) up and out to the keep exterior, which is an optional exit right now.

Maerwald's Chamber

Approach the agitated magician in his chamber, and begin a long conversation where you (and your party) ask him questions regarding his mind, memories, and abilities as a Watcher. Once your topics are exhausted, Maerwald mistakes you for an intruder, and must be fought. Defeat him using much magic and an equal amount of might. Choose a fate for him. You have several options and each has varying results that affect the stronghold:

- **[Repair the rope, binding Maerwald's soul here as an eternal warden.]:** This leads to an increase in the keep's Security value.

- **[Sever the rope, allowing Maerwald to pass from the world.]:** This leads to an increase in the keep's Prestige.
- **[Draw upon the energy of the rope itself, siphoning knowledge from the connection.]:** We recommend this choice. It reveals a vision of a secret room in Od Nua level 13 that has a powerful artifact.

Search Maerwald's corpse, as well the two locked chests in this room. Your quest updates.

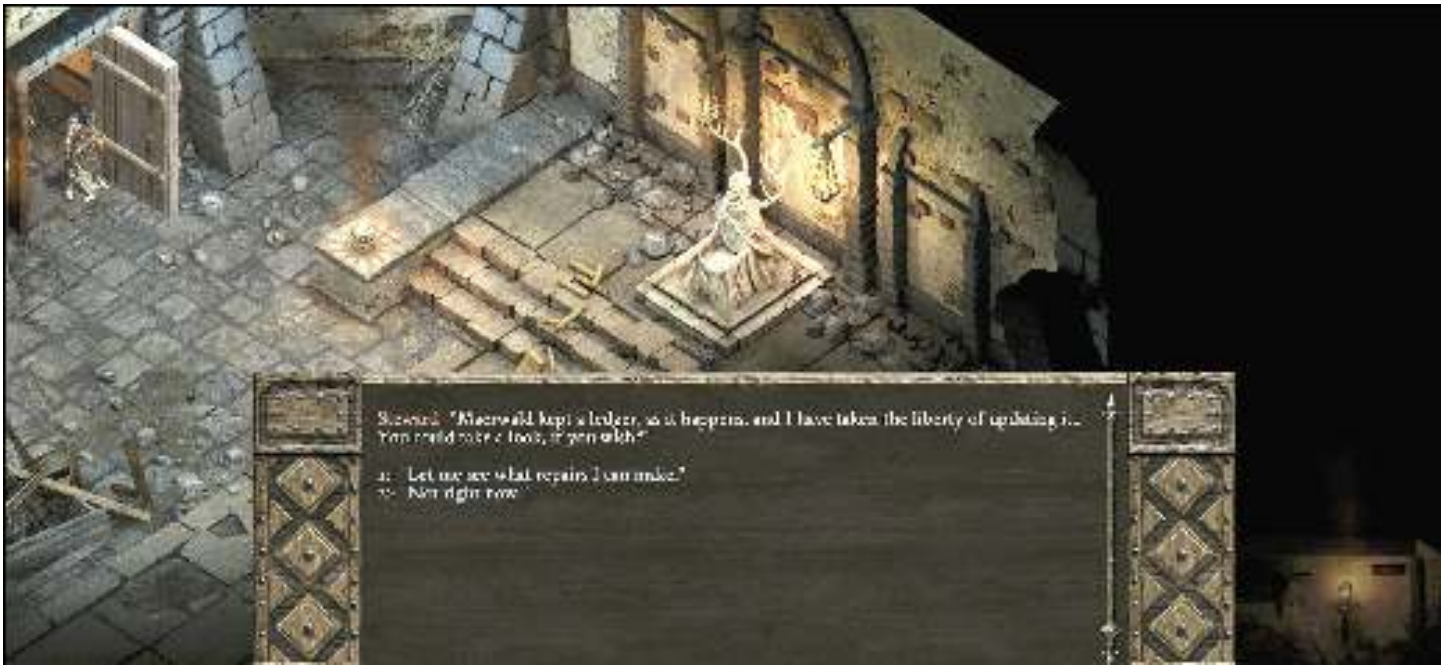
Quest Updated: Time and Tide

Objective: Find the ruins beneath Caed Nua

New Main Quest: Never Far from the Queen

Objective: Speak with the steward in Caed Nua

Part 4: The Steward and the Stronghold



Return to the Great Hall (either via the Dungeon level, or by climbing the ladder exit **(77)** in the northwest corner of this level). Speak to the Steward **(63)**, who requests you stay to rebuild this fortress that you've inherited. Exhaust the conversation options, then begin the massive (and expensive) rebuilding process.

NEW SIDE QUEST AVAILABLE: THE MASTER BELOW

Once you've spoken with the steward after killing Maerwald, the magical barrier on the door in the dungeon is broken and you can access the Endless Paths.

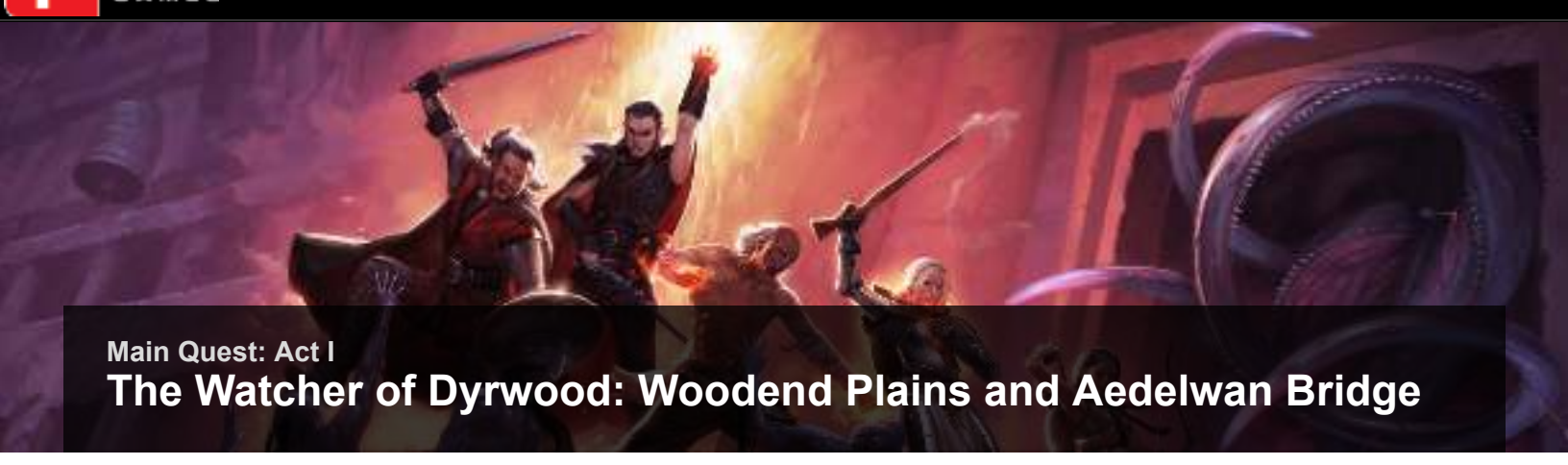
Quest Updated: Never Far from the Queen

Objective: Restore the Eastern Barbican

Click on the Stronghold icon (or press “H”) and select the middle-left icon in the menu, which lists the possible Upgrades. Choose the Eastern Barbican to “Purchase,” as it grants passage to the Woodend Plains, which is the only way to reach Copperlane. Then continue your critical path progress.

Quest Updated: Never Far from the Queen

Objective: Go to the temple of Woedica

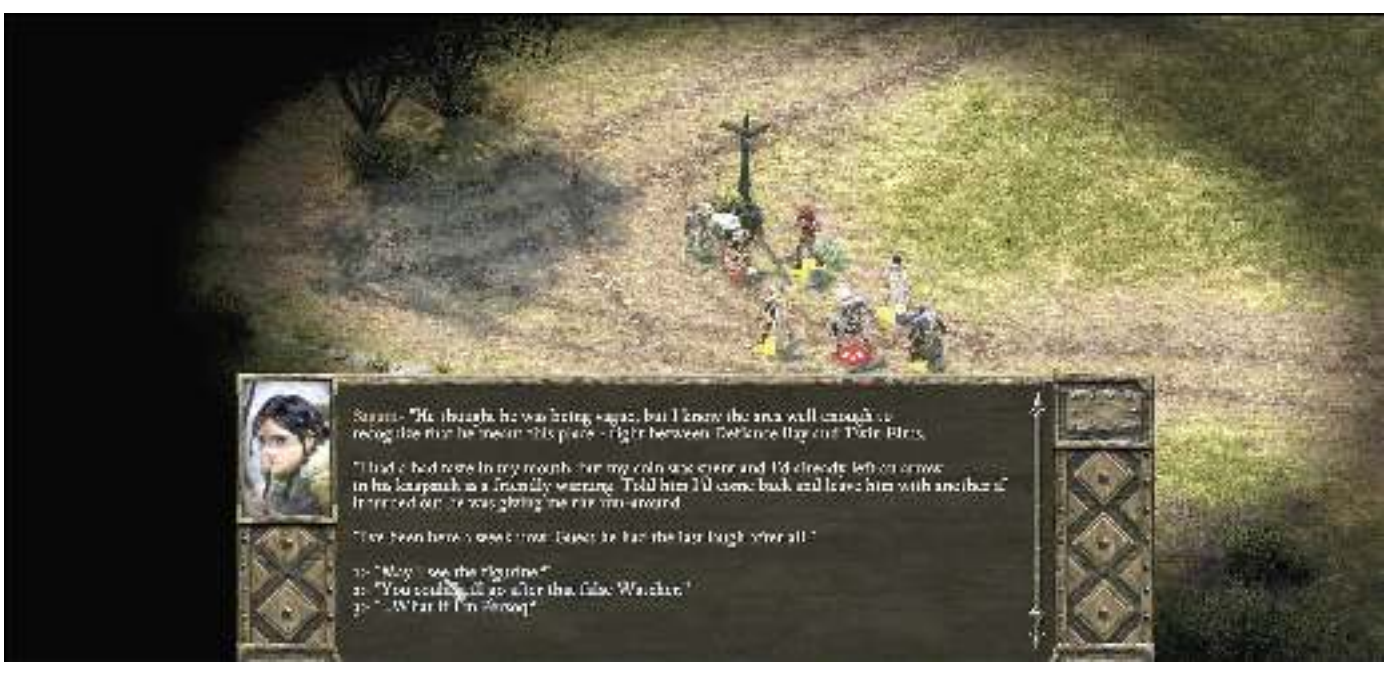


Main Quest: Act I

The Watcher of Dyrwood: Woodend Plains and Aedelwan Bridge

Part 1: Navigating the Final Forest

Once in the woods **(79)**, journey westward (left), attacking the five Forest Trolls if you wish. Stray off the path and into the thick woodland north and south of the path **(80)** to find Forest Lurkers, five in all to slay. Then follow the path to a crossroads **(81)**, where a forlorn dwarf is waiting for your assistance. This is Sagani, who is searching for the reincarnation of Persoq, an elder from her village. She is tracking Persoq via an adra figurine containing a piece of his soul. After a vision, you may optionally elect to have Sagani join your party.



NEW SIDE QUEST UNLOCKED: THE LONG HUNT

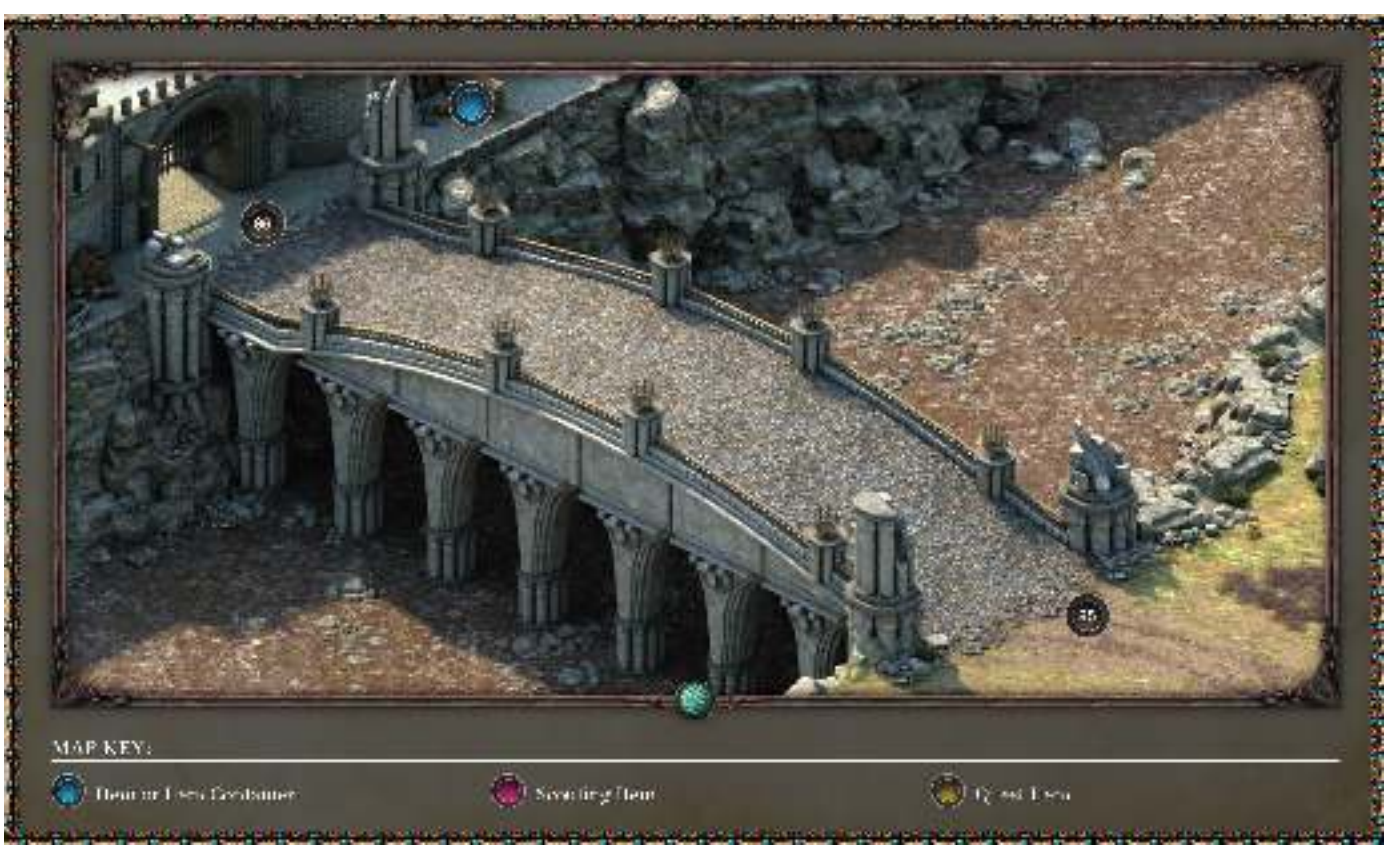
After talking to Sagani, The Long Hunt is added to your growing list of side quests. This one asks you to travel to the cliffs you saw in your vision when inspecting Sagani's adra bear figurine. See Act I Side Quests for details.

FURTHER EXPLORATION OF THE FOREST

Venture off the main pathway if you wish. There's a pack of roaming Stelgaer (82) to the north. A ramshackle cottage (83) to the southwest is home to a Shadow and three Phantoms.

Continue westward along the road that bisects this location, then depart Woodend Plains to the west **(84)**. Bring up the World Map and choose to visit Aedelwan Bridge next.

Part 2: The Bridge to Defiance Bay



Your plan is to head into the sprawling seaport of Defiance Bay, which is segmented into a number of districts. The impressive Aedelwan Bridge offers a majestic route northwest to the main walls of the city and Copperlane. Traverse the bridge from the roadway entry **(85)**. While crossing, your main character can initiate psychic visions with some of the named bridge occupants. Converse with the guard at the portcullis **(86)** to ask more about Defiance Bay, Woedica, and First Fires. When you're ready, proceed into Copperlane under the portcullis, and commence Act II.

Inrician Forgant: "Sorry, but I don't have time right now. But it sounds like that Dozen crackpot, Rowan, is stirring up trouble again." He jerks his head at the gate.
"He'd be all too happy to give you a rundown of the city. Liberally flavored with Dozen propaganda, of course."
1- "What can you tell me about Defiance Bay?"
2- "I'm looking for the temple of Woedica."
3- "You seem on edge. What's the problem?"
4- "Goodbye."

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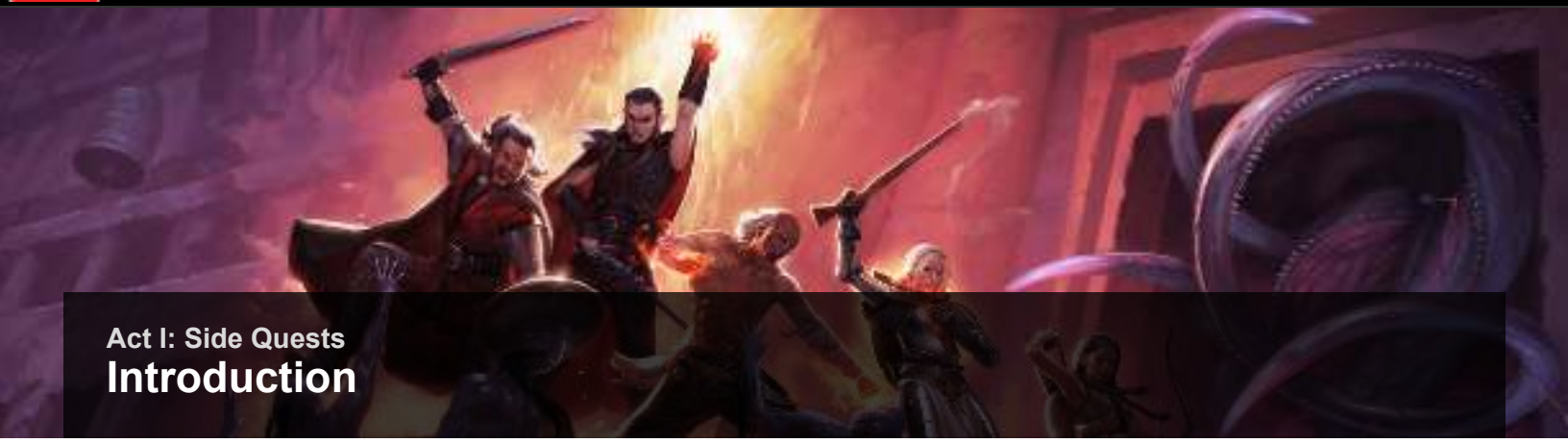

Act I: Side Quests
Introduction

Side Quests

Side Quest	Start Location	Quest Giver	Advances Main Quest?
A Mother's Plea	Gilded Vale	Aufra	No
The Smith's Shipment	Gilded Vale: Black Hammer Smithery	Tuatanu	No
Buried Secrets	Gilded Vale	Child outside Temple of Eothas	No
Fragments of a Scattered Faith	Gilded Vale	Edér (Companion)	No
Lord of a Barren Land	Gilded Vale (exterior Aufra's house after "A Mother's Plea")	Kolsc	No
The Trials of Durance	Magran's Fork	Durance (Companion)	No
Time and Tide	Caed Nua Stronghold Exterior	Kana Rua (Companion)	No
The Long Hunt	Woodend Plains	Sagani (Companion)	No

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Side Quest: A Mothers Plea

Part 1: Fear of the Hollowborn

Gilded Vale

By order of Lord Raedric, all mothers who give birth to Hollowborn children will be exiled from Gilded Vale. Aufra is expecting a child and worries that she will find herself among their number.

While in Gilded Vale, visit Aufra's House (**1**). Inside, the pregnant woman is worried about her child being Hollowborn. You can also give her the sad news regarding the death of the caravanners and her missing sister Calisca. She hopes you can help by finding a midwife. She requests you journey to Anslög's Compass and seek out Ranga, an Aumauan healer who supposedly knows how to ensure that Aufra's child retains its soul. She offers you 20 cp as a gesture of goodwill.

New Quest: A Mother's Plea

Objective: Travel to Anslög's Compass and Speak to Mother Ranga

Part 2: Snake Oil on the Seashore

Anslög's Compass

Travel from Gilded Vale to Magran's Fork, and exit this wilderness to the south to reach Anslög's Compass. Fight your way through roaming Xaurips to the southeast part of the map, where Ranga and her Xaurip assistant Tana reside (**3**). Mention that Aufra sent you here, and Ranga asks if you'd slay the Xaurips on the way here.

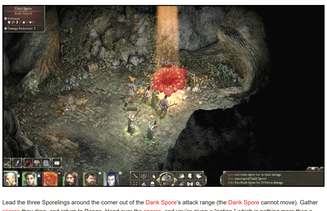
Quest Updated

Objective: Clear out the Xaurips

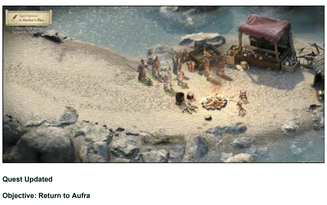
To continue, remove all Xaurip threats from the map—the two groups that attacked (**2**) you when you made your way to Ranga, the camp to the northeast (**5**), and the couple of stragglers guarding the Sea Cave (**4**). While you're at it, also take out the five Gulls in the southeast (**6**) so you can get to the items on that peninsula. Head back to Ranga, and she has another task for you to perform: Enter the Sea Cave (**4**) and remove the Sporeling and Dank Spore threats within this small cave.

Quest Updated

Objective: Collect Dank Spores



Lead the three Sporelings around the corner out of the Dank Spore's attack range (the Dank Spore cannot move). Gather spores they drop, and return to Ranga. Hand over the spores, and you're given a "potion," which is nothing more than a placebo. Question this snake oil if you wish. After the conversation, you can camp for free through her conversation options. You can also purchase or trade items through her. Now return to Gilded Vale.



Quest Updated

Objective: Return to Aufra

Part 3: Conclusion: Placating with a Placebo

Return to Gilded Vale, and revisit Aufra's House (**1**). Hand over the "potion" and receive the following rewards as the quest concludes. The exact valuables depend on how honest you are with Aufra regarding this elixir. You can:

Be truthful, and tell Aufra that the potion is nothing more than a placebo. Aufra's **Reward:** 10 cp (in addition to the 20 she gave you at the beginning of this quest). From Ranga (for killing Xaurips): Potion of Minor Regen, Potion of Minor Recovery, and Potion of Minor Stamina.

Lie to her, allowing her to believe the potion will prevent her child from being Hollowborn. Aufra's **Reward:** 10 cp (in addition to the 20 she gave you at the beginning of this quest). From Ranga (upon returning): Cloak of Minor Protection.

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Side Quest: The Smiths Shipment

Part 1: Tuatanu's Goods Gone Missing

Gilded Vale

Tuatanu, Gilded Vale's blacksmith, has been expecting a shipment of supplies for a long time. He worries that something has befallen the wagon that was traveling along the eastern road toward Gilded Vale.

DON'T SHOPLIFT FROM A BLACKSMITH

Do not loot any of the containers in the smithery unless you want to do battle with a lot of well-armed blacksmiths. Also, engaging in battle will fail this mission or you may not be able to start it at all.

While in Gilded Vale, head east and a little south of the hanging tree to the Black Hammer Smithery **(1)**. Speak to Tuatanu, who is missing a shipment in Black Meadow. Agree to keep a lookout for the supplies on your travels.

New Quest: The Smith's Shipment

Objective: Travel to the Black Meadow

Part 2: The Black Meadow Marauders

Black Meadow

IT CAN WAIT...OR NOT.

At this point, continue your main quest until you can access Black Meadow on your World Map.

Travel from Gilded Vale to Magran's Fork, and exit this wilderness to the east to reach Black Meadow **(2)**. Just north and east along the road is the overturned shipment cart **(3)**, bristling with crossbow bolts.

Quest Updated

Objective: Track down the shipment

Continue to head north, being very careful, as there are Wood Beeties and Forest Trolls roaming the blackened earth around these parts. Continue to the northwest corner of the map, avoiding the two Trolls if you don't wish to fight them and instead stumbling upon a small Bandit camp **(4)** just east of the Trolls. Engage in a fierce battle against the four Bandits, who have the stolen shipment stacked around their campfire.

Part 3: Conclusion: What's in Store for You

Check the barrel, crates, and Bandit corpses to gather a wealth of supplies. The particular piece you are looking for is the shipment crate with the barrel on top of it.

Quest Updated

Objective: Return to Tuatanu

Return to Gilded Vale, and enter the smithery. Return the shipment to Tuatanu via conversation choices, and receive your just reward.

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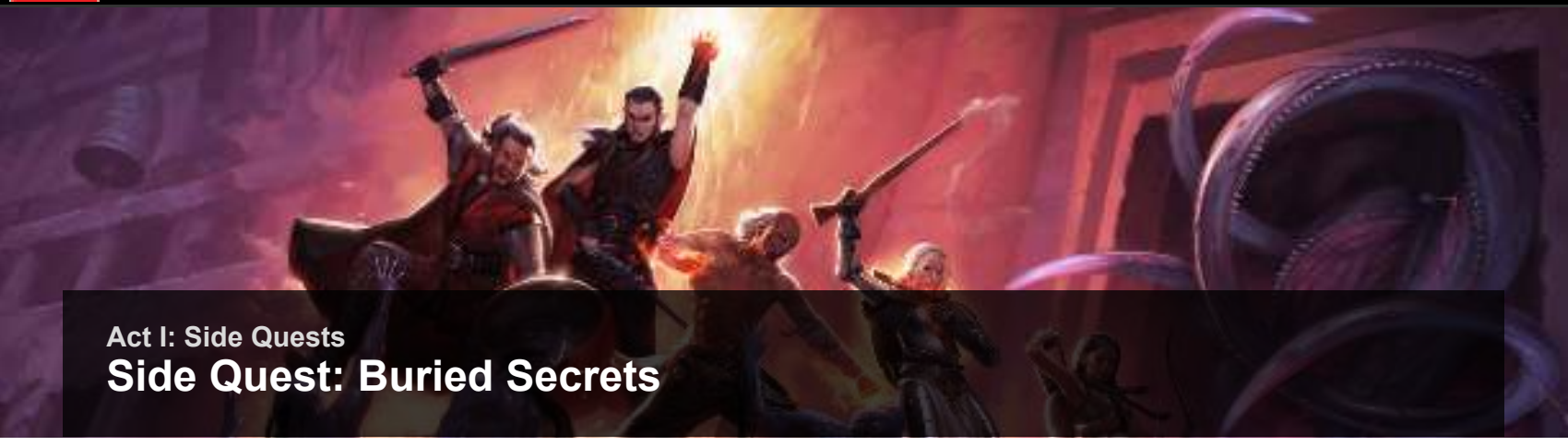


Side Quest: Buried Secrets

Part 1: Under the Hanging Tree

Gilded Vail

Lord Raedric has decided to rededicate Gilded Vale's abandoned Eothasian temple to a new deity. The entrance to the temple has been cleared, allowing entry for the first time in many years.

Descend into the Temple of Eothas, which has an entrance **(1)** near a small child, just to the southeast of the hanging tree. In the initial stone chamber **(2)**, you come across the slumped form of Wirtan. He has a request for you: Find out as much as you like about the temple, then bring him back the bones of the Eothasian priests that Raedric's guards slaughtered many years ago.

New Quest: Buried Secrets

Objective: Search the temple

Part 2: Temple of Eothas (Level 1)

Rectrix's Room

Work your way through the temple's chambers, slaying Will-O-Wisps, Ivory Spinners, and Ivory Spiderlings. When you reach the Main Altar chamber **(3)** to the northeast, slay the foes and head up the steps to converse with a spirit. Look for the Scouting item at the top of the steps. Then head through the scriptorium **(4)**, and the Rectrix's room to the northwest **(5)**. This chamber has two useful items:

- Check the bookcases for a Book of Verses, which has a clue to opening the Ritual Bells chamber. Highlight the item in your inventory to read it.

- Use your Scouting ability to locate a Hollow Book (purple marker on your map) on the floor in front of the desk and take the Engraved Silver Key to the Ritual Bells chamber.

Reflection Pool Ritual Chamber

Back out of this room and go through the spider-infested chambers or the Dormitory room **(6)**, heading southwest to an archway guarded by three Skuldr. This leads to a Reflection Pool Ritual Chamber **(7)**, where you're surprised by three Skuldrs and the ghostly vision, which also provides clues to unlocking the Ritual Bells chamber **(8)**. Check your Quest menu for the hint if you can't remember it.

Ritual Bells Room

You can head here directly if you wish to ring the bells **(8)** or after searching this level of the temple interior. Strike the bells in the following order:

- Right, middle, left, right

After you do this, the door leading to the stairs **(9)** down to the lower level of this dungeon is accessible.

- Or, you can use the Engraved Silver Key you found in the Rectrix's Room (5) to open this door.

Part 3: Temple of Eothas (Level 2)

Quest Updated

Objective: Find the remains of the Eothasian priests

HAVE A LOOK AROUND

There are various chambers in this level with Shadows and the much more problematic Phantoms to slay and (possibly trapped) containers to open. Explore as you wish, but ensure you visit the following locations:

Stairwell Chamber

This is where you enter from Level 1 **(10)**. You battle a single Shadow on your way to a door to the southeast. Open it to access the main corridor **(11)**.

Water Lever Chamber

Battle your way through the three Shadows to reach the main corridor. There is a locked door **(12)** along the northeast wall in the connecting southern corridor. This door requires 4 Mechanics + 5 Lockpicks or 5 Mechanics. Instead of going through there, open the door on the other side of the hallway, and enter this Water Lever Chamber **(13)**. Three Shadows guard a large stone bird's head with a wooden valve to turn. This removes the water from the chamber **(14)** directly south of you.

Healing Baths

Descend the steps into the ankle-deep water, and fight off three Lesser Black Ooze foes. Afterward, inspect the robe lying on the fountain **(14)** and obtain the Gleaming Silver Key. Return to the corridor, and use the key on the locked northwest corridor door **(12)**, opposite the Water Lever Chamber entrance.

Vault

Take the winding corridor down to the Sanctuary **(15)**. There is a small square reflecting pool, as well as Shadow and Lesser Black Ooze foes. Defeat the enemy and then inspect the short dead-end passage to the southeast. The door **(16)** on the southwest wall is firmly closed, so use your Scouting ability to spot a hidden lever. Pull it to unlock the door.

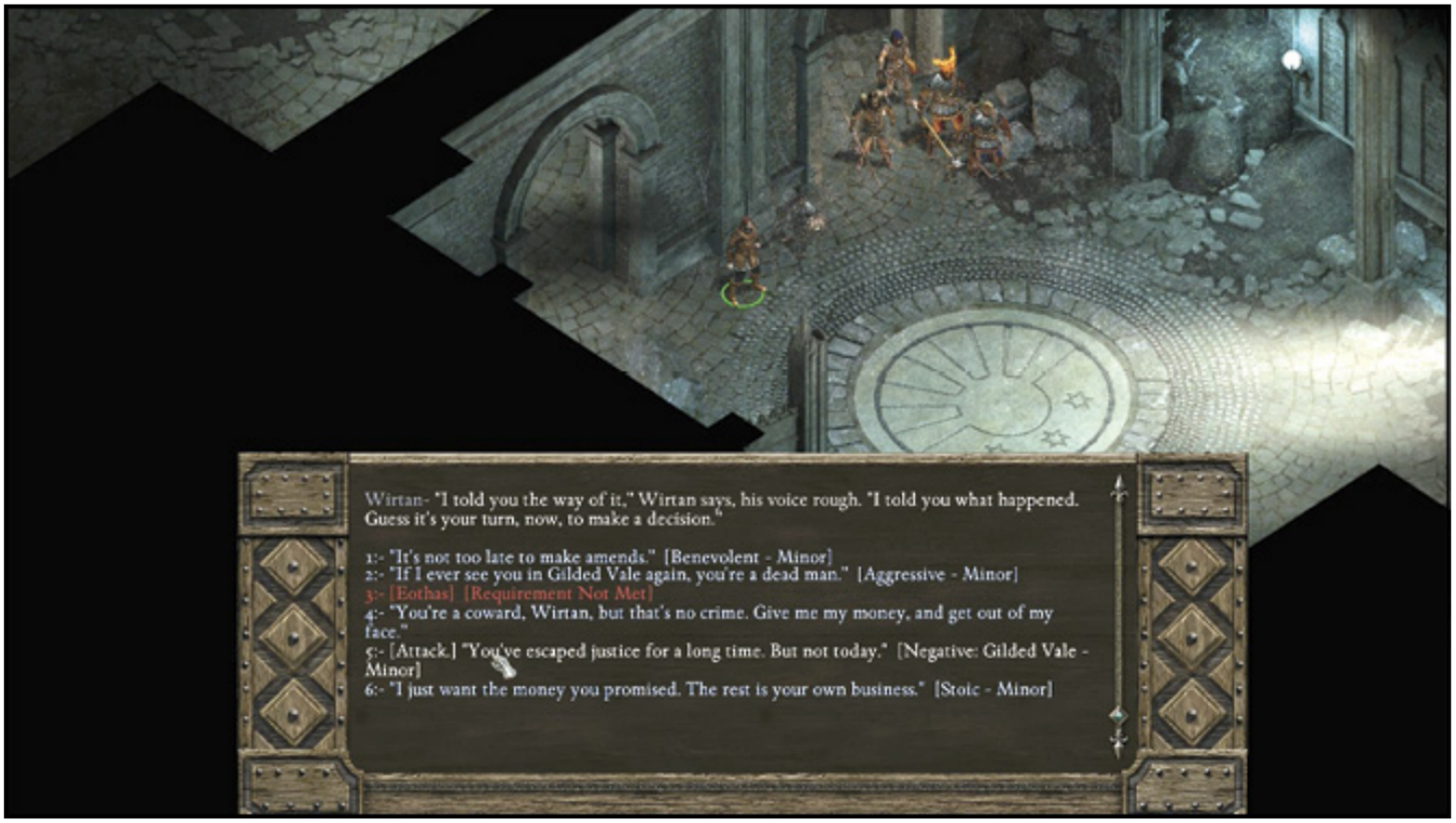
Inside the vault is the Lost Spirit in the corpse that glows with a peculiar light. Gather the remains when prompted, and your quest updates. You can now return to Wirtan, either by backtracking the way you came or by taking the stairs to the Eothasian Altar chamber **(17)** and facing the three Skuldr (including a Skuldr King).

Quest Updated

Objective: Return to Wirtan

Part 4: Conclusion: Wirtan's Fate

Return to Wirtan **(2)** at the entrance chamber, back on Level 1. The man seems to be healing up nicely, though your conversation with the spirit reveals Wirtan's nefarious activities and betrayal of the priests. This allows you to complete this quest in multiple ways (it's good to save just before talking to Wirtan in case you choose the wrong conversation topic):



- Return the bones to Wirtan, and then order him into exile.
  - **Reward:** None.
  - **Reactivity:** He joins Gramrfel's party in Magran's Fork when you return there after reaching Copperlane.

- Return the bones to Wirtan; then tell him to seek redemption.
  - **Reward:** None.
  - **Reactivity [Reputation+]:** A large Reputation boost within Gilded Vale, with villagers remarking on how helpful Wirtan has been lately.

- Stroll past Wirtan, exit the temple, then turn him in to the magistrate (the unpleasant fellow named Urgeat you met at the hanging tree).
  - **Reward:** None.
  - **Reactivity [Reputation+]:** An average Reputation boost within Gilded Vale.

- Kill Wirtan for his crimes.
  - **Reward:** None.
  - **Reactivity [Reputation-]:** An average Reputation loss within Gilded Vale

Act I: Side Quests

Side Quest: Lord of a Barren Land

MAP KEY:

● Item or Item Container ● Scouting Item ● Quest Item

MAIN CHARACTERS:

Kolsc	Nedhan
Osryc	Gaerin
Black Cat (companion)	Raedric

BESTIARY (ESTERNWOOD):

Wicht x10	Orlan Skeleton x1
Common Skeleton x1	Spore Stalkling x[illegible]
Dwarf Skeleton x1	Spider x1
Human Skeleton x[illegible]	

BESTIARY (MAGRAN'S FORK):

Archer x1	Rogue x2
Priestess x1	Wizard x1

BESTIARY (RAEDRIC'S HOLD):

Cethan	Raedric Guard x11
Nadwar	Priest of Berath x1
Sellsword x4	Paladin of Berath x3
Archer x5	[illegible] the Guard x1

BESTIARY (RAEDRIC'S HOLD DUNGEONS):

[illegible] x11	Human Skeleton x4
Revenant x5	Skeletal Wizard x1
Animated Skeleton x3	Black Ooze x6

BESTIARY (RAEDRIC'S HOLD SANCTUARY):

Acolyte of Berath x9	Priestess of Berath x6
Paladin of Berath x[illegible]	Nedhan
Priest of Berath x6	

BESTIARY (RAEDRIC'S KEEP):

Archer x9	Paladin of Berath x[illegible]
Sellsword x7	Champion of Berath x2
Swordwright x4	Footman of Berath x1
Raedric's Guard x10	Bodyguard x1
Priestess of Berath x9	Archmage x1

POSSIBLE REWARDS:

[illegible] (Fine Great Sword)

REACTIVITY:

If you kill Raedric, you receive a Very Major Reputation boost with Gilded Vale and a moderate loss with Defiance Bay. The ending of your adventure is also affected. If Raedric dies, he appears as a Deathguard in the side quest "The Champion of Berath." You must kill him to make this side quest available. [illegible]

If you kill Kolsc, you receive a Very Major Reputation loss with Gilded Vale and a moderate boost with Defiance Bay. The ending of your adventure is also affected.

Part 1: A Raid on Raedric's Keep

After completing the side quest "A Mother's Plea" and as you are walking out of Aufra's home **(1)**, you encounter a man who speaks against Lord Raedric's cruelty. This man **(2)** asks that you join him in his cause and put an end to Raedric's rule. The despot's keep lies east of Esternwood and is sure to be heavily defended.

QUEST TRIGGER

This side quest becomes available when you complete two of the following quests (in any order): "The Smith's Shipment," "A Mother's Plea," "Against the Grain" (specifically siding with Trumbel over Sweynur). Alternatively, you can go to the Esternwood's eastern exit, following the road.

The rather polite but weary hooded man is named Kolsc. He explains that Gilded Vale is ruled by Lord Raedric. With Dyrwood in the grip of the Waidwen's Legacy curse, he has resorted to harsh measures to root out the cause. This hasn't won him any friends, and Kolsc hopes you might off the fellow. He doesn't recommend a frontal assault of the fortress and mentions he has a man on the inside named Nedmar who might help your cause. Agree to help Kolsc to begin this quest.

New Quest: Lord of a Barren Land

Objective: Travel to Raedric's Hold

Journey to the east side of Gilded Vale, and exit to the World Map, allowing you access to the Esternwood area. This blighted place is mainly inhabited by Wichts and Skeletons roaming the graveyard to the northwest. The main cobblestone road winds northeast toward a strange Gothic keep. Follow the cobblestone path heading northeast, and choose Raedric's Hold on your World Map.

Quest Updated

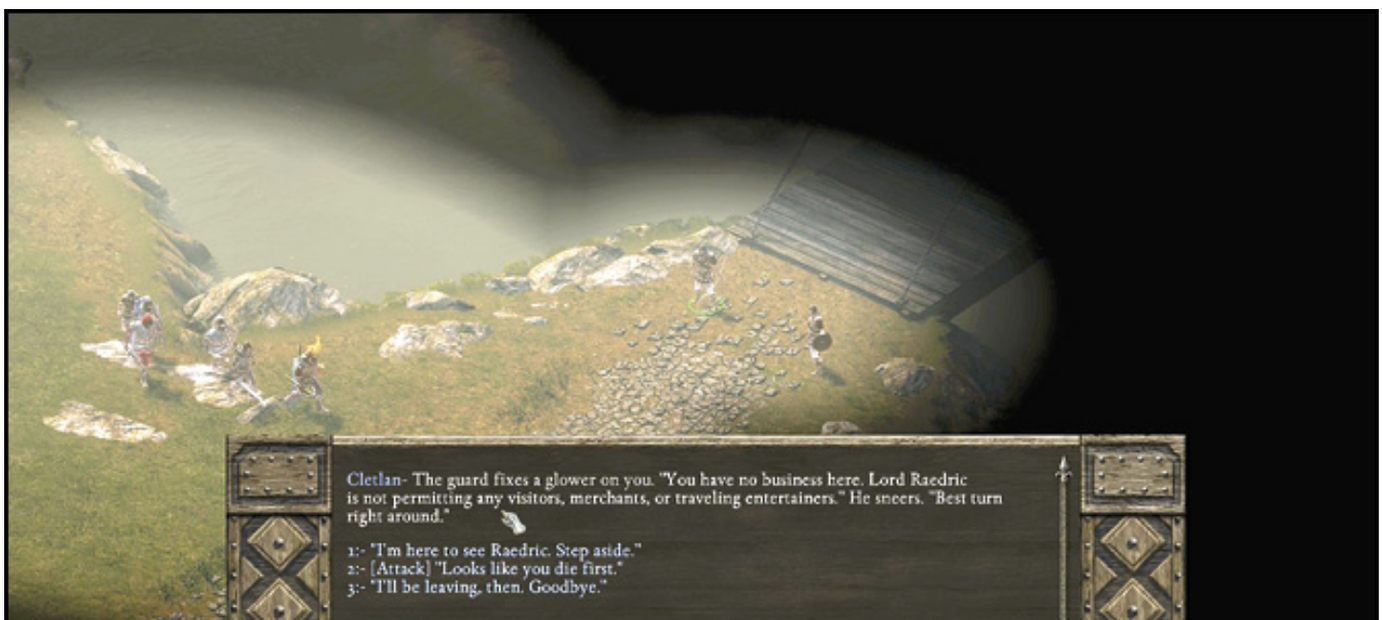
Objective: Confront Lord Raedric the VII inside Raedric's Keep

Part 2: Storming the Fortress—Initial Planning

Raedric's Hold

You appear in the southwest corner of Raedric's Hold **(3)**. The imposing fortress is a veritable maze of crenellations, dank dungeons, and two interior floors filled with folks (mostly) loyal to their ruler. Venture forward to meet two of them—Cletlan and Nudwin. They meet you by the drawbridge **(4)**. You can:

- Speak with them, and they tell you that you cannot enter this fortress.
- [Attack] Any aggressive chatter or violence is met with a battle, and the adversaries across the entire fortress turn hostile. This is usually the choice of an adventurer wanting to aggressively announce their presence.



Afterward, you have three main options to choose from when infiltrating this fortification: You can go up the vines, go up the middle, or go through the dungeon. Here are a few details about each infiltration option:

HEAVY WEAPONS AND ARMOR

Raedric's Hold is full of heavy armor, weapons, and other great items that you can either use or sell for some serious coinage when trading with merchants. This is a very good place to make money and equip your team with great gear at the same time. Take it all!

Up the Vines: The Quick Kill Route

Follow the moat north, until you spot vines growing up the side of the castle's bell tower **(5)**. Pull yourself up onto the upper battlements.

Then work your way east, slaying Raedric's troops (around six, including a Priest of Berath) before opening the arched door in the north tower **(6)**. This is the Temple Storage entry, which allows quick access into Raedric's Sanctuary—the interior level just above where Raedric's throne room is located. If you use this vine route, don't forget to access the small armory **(7)** on the lower level before entering the keep. You can find more equipment inside two locked chests that require 3 Mechanics + 4 Lockpicks or 4 Mechanics. There's also a Scroll of Fire in a Scouting container just outside the armory. Skip to Part 4: To Find a Priest. Choose this plan if you want quick access to Nedmar and are not interested in slaying every foe (or the undead that roam the dungeons).

Up the Middle: The Battle-Ready Route

Slay Cletlan and Nudwin **(4)**, and march over the drawbridge. Prepare for a ferocious battle once you're inside this structure. Repel an initial threat of nine guards, then venture up the central stairs to take care of six more guards, including two Paladins of Berath. Then you have a choice of routes:

- Nothing like a direct approach, so open the main archway door (10) behind them and charge! This door leads directly to the Keep Hall and allows you to skip to Part 6: Assault on the Throne Room.
- Nothing like an exploration of the upper battlements. Enter the Lower Ramparts door (9) on the ground level to the northeast. Inspect the upper northern battlements, fighting eight foes along the crenellations past the bell tower. To return to the courtyard, use the Courtyard Door (8). However, if you open the arched door (6) up on the north tower, this gets you access to the Temple Storage and allows you to skip to Part 4: To Find a Priest (which is the same as the Vines route).

Down the Dungeon: The Treasure Hunter Route

Follow the moat east until you spot a sewer grate in the base of the keep's outer wall. Cross the rocks by the buttress pillars, and inspect the bars **(11)**.

Choose a party member who can bend the bars outward. Your party swims through some fetid and flooded hallways to reach the southeastern corner of Raedric's Hold Dungeons. Begin Part 3: Dungeon Crawl and Osrya's Offer. If none of your party is strong enough to bend these bars, come back with bigger muscles or a pry bar (the Gilded Vale blacksmith has one for sale), or find an alternate route. Choose this plan if you want to thoroughly explore every part of this keep, gathering treasure as you go.

Part 3: Dungeon Crawl and Osrya's Offer

The Dungeon

ITEMS, TRAPS, AND DOORS

There are some side chambers to unlock and inspect (mostly to the northeast) that don't affect this quest (check the map for item locations). Watch for traps, especially when searching sarcophagi! Also be aware that the sealed door to the northeast (leading up to Raedric's Keep) is accessed only from above (the keep interior).

Waterlogged Chamber

Entering from the moat puts you into the drain room where you came up through a drainage pipe **(12)**. Make your way through the dungeons, heading northwest into a waterlogged pool chamber **(13)** with Guls, Revenants, and Human Skeletons (six foes) to fight. Check the chambers to the west if you wish to engage in combat with up to six Black Oozes (collecting treasure along the way).

Ladder Room to Battlements

In the southwest corner of the dungeons is a room with a ladder **(14)** up to a trapdoor **(15)**. This leads back to the keep's exterior lower ramparts and the eastern battlements. It's the only way to reach this part of the keep, as there are no other exits here and nothing except five guards to fight. Investigate here only if you wish to slay everything that moves (and gather everything of value).

TRAP DETECTION

Remember to Scout while moving through this dungeon so you can easily avoid any traps and detect the ones on containers for a chance to disarm them before opening them.

Cell Block and Traps

Toward the center of the dungeon are four cells **(16)** guarded by a quartet of undead. Slay any Aumaua and Human Skeletons and Revenants, and then open the locked cell door (4 Mechanics + 5 Lockpicks or 5 Mechanics). Alternatively, you can take the Rusted Iron Cell Key off Osrya's dead body **(17)** to open the cell. Once in, speak to the man named Giacco. He is one of Kolsc's men and was captured. He's too weak to fight and tells of a woman named Osrya. She's apparently turning men into monsters! You can:

- Tell him to flee and that the coast is clear. Do this only if you've cleared the dungeon of foes, unless you want him to succumb to enemy attacks.
- Tell him to stay here. Giacco's safety is important if you wish to have Nedmar's help in finding a hidden route to reach Raedric.

Osrya's Chamber

Head to the middle of the dungeons, working your way through a locked (Mechanics 1) door or an open one after roaming a corridor to the north. Slay the six undead and open the door to the northeast. Head into a chamber with the animancer Osrya in it; she is flanked by undead. In your lengthy conversation, she reveals Raedric to be a pious man attempting to cure the Gilded Vale of a curse and says Nedmar is a problem that must be stamped out. You can:

- Agree to remove Nedmar, initially siding with Osrya and Raedric. Do this, and she offers a quick, hidden route (19) to Raedric's throne room (Temple Chantry); this allows access without battling his guards. She hopes you do Raedric no harm. This begins Part 4: To Find a Priest.
- Or, attack Osrya and seek another entrance to Raedric's chamber. This puts you on a path to siding with Kolsc over Raedric, though you can still change your mind later. Killing Osrya allows you to get the Rusted Iron Cell Key from her corpse. This unlocks Giacco's cell (16) without using lockpicks or if you have low Mechanics.

BLACK CAT

You can befriend a Black Cat in this chamber, adding it as a companion. Just pick it up when prompted. Here, kitty….

Northeast Dungeon Exit

Follow the corridor up to a stairwell **(18)**, which allows access to the kitchen entry of Raedric's Keep **(20)**. This is the floor where Raedric is located. You can:

- Expect a battle with his many guards if you want to reach his throne room now.
- Or, head up the adjacent stairs (21) and begin Part 4: To Find a Priest.

Part 4: To Find a Priest and Nedmar's Offer

Raedric's Hold Sanctuary

This part of the quest begins in the northeastern corner of Raedric's Hold Sanctuary in the Temple Storage room **(22)**. You entered this room either at the stairs from Raedric's Keep Kitchen **(21)** or via the vine and the Upper Ramparts door **(23)**. If you are looking at the exterior map, then this is the doorway **(6)** option.

THE MASSACRE APPROACH

You can also reach here if you've tried a frontal assault of the castle, massacred everyone on the Keep level, and continue the bloodshed upstairs ("Up the Middle," previously). However, the more subtle, disguised way of maneuvering through this level isn't available.

Inspect the two chests in this storage room **(22)**. Three sets of Berathian Priest Robes are inside—one for each member of your party, even if your party is full. You can:

- Place them on each of your party members, and continue to head through this level. You are periodically asked who you are by the Acolytes and Priests of Berath in this area. Simply answer nonviolently, and you're usually allowed past without incident, although this fails to work after the third interception, and you must resort to combat (so follow a direct route to Nedmar if this is an issue for you).
- Or, ignore the garb and slay your way across this level.

North Corridor to Main Hallway

Head east along the corridor, then southeast through the door to the long, stone-floor hallway **(24)**. Enter the last door **(25)** at the end of the corridor (locked: 4 Mechanics + 5 Lockpicks, or 5 Mechanics). Work your way northeast into Nedmar's chamber **(26)**. Expect to be stopped by priests once and by a guard once. You can make it to Nedmar without incident.

Nedmar's Chamber

Lower your weapon and speak to Nedmar the priest in his library chamber. You can:

- [Attack] Slay him if you're feeling bloodthirsty or if you're following orders from Osrya (see Part 3).
- Side with him on behalf of Kolsc. Nedmar agrees, as long as you help one of the poor prisoners Osrya is set to experiment on. Agree to find Giacco, and free him from his dungeon cell. If you have already freed him, tell him so and he gives you the master key.

While in Nedmar's chamber, you can tell him you need to rest and your party can recover from their battle wounds. After resting, continue the conversation and tell him you thought he'd favor Kolsc as lord of Raedric's Hold. With that, he gives you the Burnished Steel Key (the master key for the hold, which will unlock most doors). This opens the door in the Scriptorium **(31)**.

Part 5: Completing Osyra's or Nedmar's Task

Raedric's Keep

Osyra's Task

After slaying Nedmar in his chamber (even if you previously agreed to help him), head back down the stairs in the Temple Storage room by the robe chests **(22)**. Descend to the kitchen area **(21)**, and then again **(20)** to the northeast corner of the dungeons **(18)**. Return to Osyra's chamber **(17)**.Explain that you killed Nedmar, and she opens a secret wall to the southeast of her chamber. Enter it, climbing the stairs **(27)** and continuing into the Chancery **(28)** on the Raedric's Keep level.

From here, simply head northeast through the adjacent bedroom **(29)** (where Raedric's wife lies dead in the bed) to reach Raedric's throne room **(30)**. Part 6 now begins.

Nedmar's Task

Having just talked to Nedmar in his chamber, head back down the stairs in the Temple Storage room **(22)** by the robe chests. Descend to the kitchen **(21)** and again **(20)** to the northeast corner of the dungeons **(18)**. Slaughter Osyra **(17)** (even if you previously agreed to help her) and the undead en route to Giacco's cell **(16)**. Send him on his way, then return back to Nedmar **(26)**.

He holds to his promise and gives you the Burnished Steel Key, which unlocks the door in the Scriptorium **(31)**. This leads to a staircase **(32)** to the Keep Chapel **(33)**. Part 6 now begins.

Part 6: Assault on the Throne Room

You can now explore the interior of Raedric's Keep. Until you reach the throne room in the northeast corner of this level, all foes are hostile. The route you take depends on your previous actions:

- **Sided with Osrya (17):** You can approach the throne room from the Chancery (27) to (28), without incident.
- **Sided with Nedmar (26):** You can approach the throne room from the Scriptorium (31) to (32) to the Chapel (33) without incident.
- **You're Killing Everyone or Exploring:** Whether you've sided with Osrya or Nedmar, or whether you've ignored them completely, you can battle your way through this level starting from one of two locations:

Main Hallway

Access this from the ground floor after a ferocious battle with Raedric's troops outside. Enter the Keep Hall **(34)**, battling seven enemies, and unlock the double doors ahead of you (7 Mechanics + 8 Lockpicks or 8 Mechanics). Enter the Fountain Room **(37)**, slay six more enemies, and unlock the Throne Room door (7 Mechanics + 8 Lockpicks or 8 Mechanics).

If you don't have the requisite skills, then head northeast into the banquet room **(35)**. Defeat the three enemies in there and enter the hallway **(36)**. Defeat the single guard and walk right into the Fountain Room **(37)** through the open door. Battle six more of the king's men.

Open the unlocked door to the library **(38)** to the southeast (right). Enter Scouting mode near the middle bookshelf on the southeast wall. You'll find a purple highlighted book on the shelf. Trigger it to open the secret door to the hallway **(28)**. Enter the unlocked door to the bedroom **(29)**, where you find Raedric's dead wife. Loot the room for great treasure and then enter the Throne Room **(30)** through the unlocked door.

Kitchens

Access this from the Hold Sanctuary **(21)** or Dungeons **(20)**. Battle your way down the corridor **(36)**, watching for foes from the banquet room **(35)** or barracks. Follow the cobblestone corridor southeast to a guard and the side entrance into the Fountain Room. From here, you can follow the above Main Hallway walkthrough.

Part 7: Conclusion: Killing Cousins

The Archmage, Bodyguard, Favored of Berath, Raedric's Archer, two Champions of Berath, and a Paladin of Berath hold back from attacking as you advance to the throne. Through conversation, it transpires that Raedric and Kolsc are cousins, and your initial briefing with Kolsc didn't reveal all of the issues and secrets at hand. You may steer the conversation to one of two conclusions:

- Agree to switch your allegiances and set off to find Kolsc to kill him instead (see "Carnage at the Crumbling House").
- Or, stand firmly with Kolsc and decide that Raedric's rule must come to a permanent and forceful end.

Kolsc's Right Hand

Elect to slay Raedric, and expect a frantic battle as his five closest guards join in the fray. Once you defeat Raedric, Kolsc and his men arrive in the throne room just after you've had to deal with all of Raedric's men yourself. Kolsc congratulates you on a hard-fought victory and awards you. This quest concludes.

Carnage at the Crumbling House

To get Raedric to offer this alternative solution, you must first ask questions during the conversation, staying away from negative remarks as much as possible. Ask if Kolsc is his cousin. You say, "Gilded Vale has suffered under your rule. It deserves a better leader." After his response, you have the option to ask, "I'm willing to listen. What did you have in mind?" Finally, answer, "I'll find Kolsc and put an end to him." If you agree to switch sides and search out Kolsc for execution, you must journey out of the keep.

Quest Updated

Objective: Travel to Kolsc's hidden encampment

Head back to Magran's Fork, where your quest updates. Travel north to the Crumbling House adjacent to the ruined tower where the Will-O-Wisp flits.

Quest Updated

Objective: Confront Kolsc

Enter the structure, where you find Kolsc and his five minions hiding. Speak to him about the revelations you uncovered from talking to Raedric, and then figure out your plan of attack. You can:

- Decide that Kolsc is the most beneficial to keep alive, then return to Raedric's Keep and finish the quest as described in "Kolsc's Right Hand," previously.
- Kill Kolsc, then return to Raedric for the reward.

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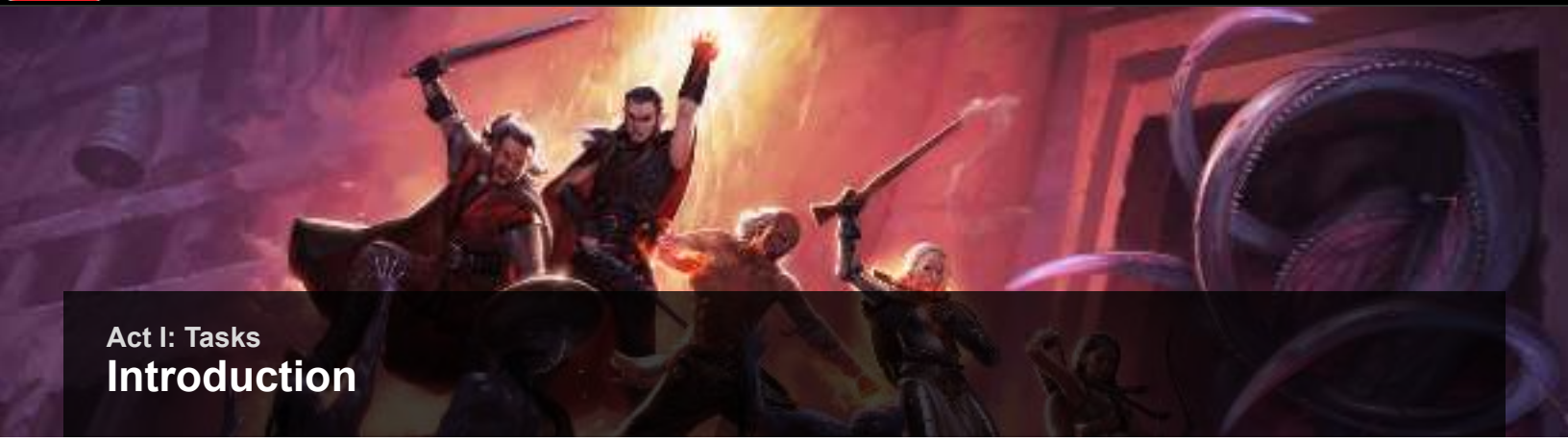

Act I: Tasks

Introduction

Tasks

Task	Start Location	Quest Giver	Advances Main Quest
Late for Dinner	Valewood or Gilded Vale	Tenfrith in Valewood or Hilde, the innkeeper in Gilded Vale's Black Hound Inn	No
Vengeance from the Grave	Valewood (Bear Cave)	Perly (Ghost)	No
Against the Grain	Gilded Vale Windmill	Trumbel	No

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Act I: Tasks

Task: Late for Dinner

Part 1: The Problem with Porridge

Gilded Vale

Please, sit where you like. Would you like a drink? Or a room? We have two available at the moment. I'm afraid we can't offer much by way of a grand meal today." She sighs. "I know you're fond of cold porridge."
1: "I'd like a room, please."
2: "I'd like to hire some help."
3: "Could I see what you have for sale?"
4: "I'd like to ask more about the Black Hound."
5: Leave. "Farewell."

The Black Hound Inn **(1)** in Gilded Vale has lost its beloved cook. Steer the conversation to the porridge-only menu when talking to Hilde (the innkeeper) at the bar. She mentions the inn's master chef usually draws in a small but steady amount of visitors—that is, until his recent disappearance during a routine trip north for supplies. Hilde suggests Tenfrith might have come to harm on the road through the Valewood and is seeking aid in seeing the chef safely returned.

New Task: Late for Dinner

Objective: Speak with the innkeeper at the Black Hound Inn

Part 2: Tenfrith's Bandit Camp Kidnap

Valewood

Journey north from Gilded Vale, toward Valewood, and head northeast to the small bandit camp **(2)**. The chef is at the campfire with three Bandit thugs. Immediately launch an attack on the foes, slaying them. Assuming Tenfrith doesn't die in the fracas and you've slain all of the nearby Bandits, talk to Tenfrith and he gladly returns to Gilded Vale.

Task Updated

Objective: Speak with the innkeeper at the Black Hound Inn

Part 3: Conclusion: A Delicious Piece of Pie

Gilded Vale

With Tenfrith alive and freed from capture, return to Gilded Vale and enter the Black Hound Inn **(1)**. Speak with Hilde behind the bar again. Conclude this task by mentioning the rescue. You can also speak to Tenfrith in the kitchen behind the bar.

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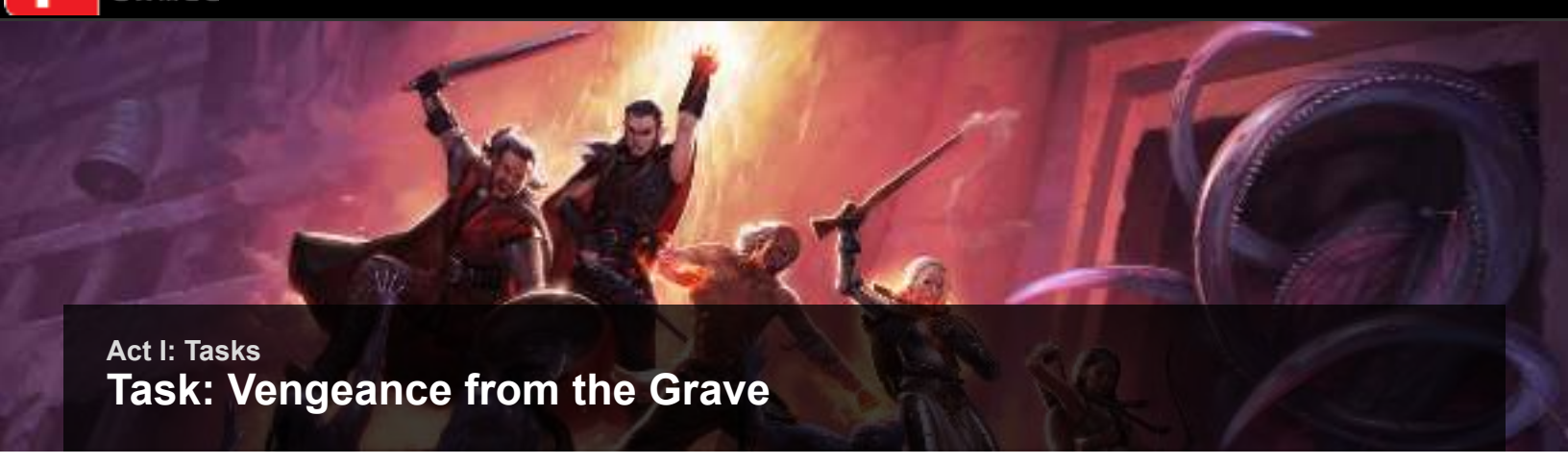


Task: Vengeance from the Grave

Part 1: A Bear-Faced Liar

Valewood

While exploring the Valewood wilderness, you happen upon a small cave **(1)** where a great bear lives. In the cave is a half-eaten corpse and a spirit that, through some work of magic, reveals to you the final moments of a man's life.

Ideally when you have two or more companions (to help slay the Bear), return to Valewood, heading northwest to a small cave entrance. Enter the cave and slay the large bear inside. Then inspect the corpse of an adventurer named Perly. His spirit appears to you, seeking your help in avenging his murder; it seems Nonton hamstrung Perly and left him to die at the claws of the bear!

New Task: Vengeance from the Grave

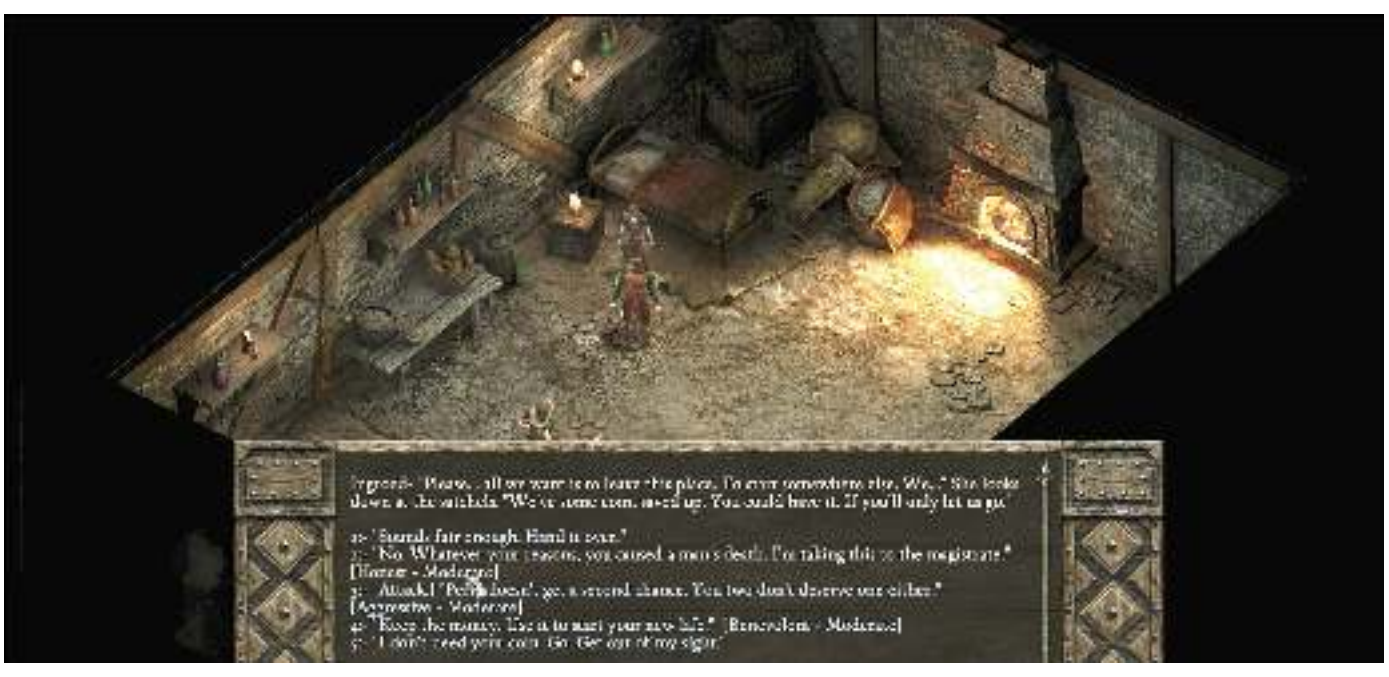
Objective: Confront Nonton

While you're initially exploring Valewood (before you kill the bear), you may encounter Nonton **(2)**, a hunter quickly packing up his tent close to the bridge in the south of the wilderness. He seems to be in a hurry and tells you a bear mauled his friend.

Gilded Vale

While in Gilded Vale (before you slay the bear), you may enter Ingroed's House **(3)**, where you'll find Nonton and Ingroed making hurried arrangements to leave town. Neither this encounter nor meeting Nonton in Valewood begins this task.

Part 2: Conclusion: Nonton's Fate to Flee or Fall



Return to (or visit) Ingroed's house now that you have the knowledge that Nonton is responsible for his fellow hunter's death, and confront him and Ingroed.

Through your conversation choices, you have four possible outcomes (only one of which yields anything more than a feeling of satisfaction at avenging a death). You can:

- Accept the bribe that Nonton and Ingroed offer you, and let them flee Gilded Vale.
- Slay Nonton and Ingroed, and optionally return to the cave to tell Perly afterward.

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Task: Against the Grain

Part 1: Breaking Bread

Gilded Vale

Some of the farmers in Gilded Vale claim that Trumbel the miller is withholding grain. The hungry farmers are on edge, and it seems likely that the situation will escalate. This task commences once you head north from the hanging tree, toward the Windmill **(1)**, where you're engaged in a war of words between a dwarf named Sweynur and the mill owner Trumbel (who has disappeared into the mill). Sort out this dispute while you're in town.

New Task: Against the Grain

Objective: Investigate the feud

Part 2: Conclusion: Touting Trumbel or Siding with Sweynur

You can either:

- Visit the Windmill and speak with Trumbel.
- Or visit the Black Hound Inn (2) and talk to Sweynur.

It doesn't matter who you speak with first. Trumbel **(1)** and Sweynur **(3)** both explain their side of the story (and their own hardships). Through your conversation choices, you can side with either party, with the added option of killing the fellow you haven't sided with.

Task Updated

Objective: Resolve the feud between Trumbel and Sweynur

Part 3: Conclusion: Bloodless or Bloody Negotiations

Depending on with whom you aligned yourself, you may have had to kill Trumbel, Sweynur, or neither of the two townsfolk. Therefore, the various conclusions and rewards are as follows. You can:

- Convince Sweynur to leave the miller alone, and then return to the Windmill to tell Trumbel about it.
  - **Reward:** 20 cp, plus an additional 20 cp if you insist on the extra payment.
  - **Reactivity [Reputation+]:** An average Reputation boost within Gilded Vale.
- Kill Sweynur at the inn and then return to the Windmill to tell Trumbel that the dwarf is dead.
  - **Reward:** 20 cp, plus a rather shocked miller.
  - **Reactivity [Reputation+]:** An average Reputation boost within Gilded Vale.
- Convince Trumbel to deal more fairly with the farmers, and then return to the inn to tell Sweynur about it.
  - **Reward:** 10 cp, plus a rather surprised dwarf.
  - **Reactivity [Discount]:** Better prices when trading with Hilde in the Black Hound Inn.
- Kill Trumbel in the Windmill, and then return to the inn to tell Sweynur that the miller is dead.
  - **Reward:** None.
  - **Reactivity [Reputation-]:**An average Reputation loss within Gilded Vale, and higher prices when trading with Hilde in the Black Hound Inn.

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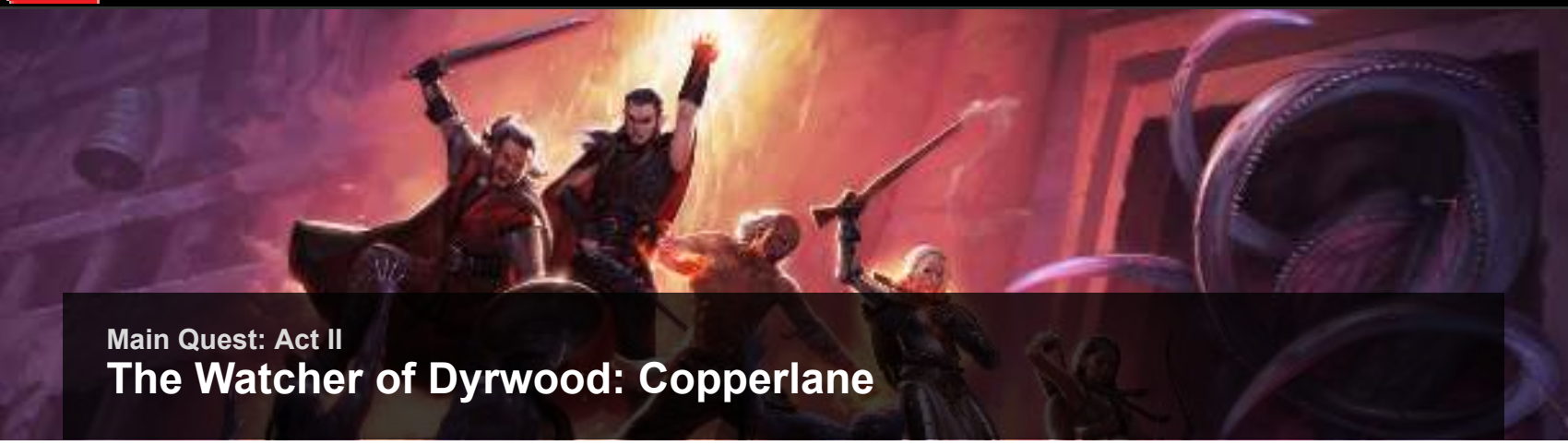

Main Quest: Act II

The Watcher of Dyrwood: Copperlane

Part 1: Going Underground

Main Quest: Never Far from the Queen

Objective: Go to the temple of Woedica.

WELCOME TO COPPERLANE

Copperlane is a sprawling market district with a variety of citizens to speak to and inspect, side quests to discover, and locations to explore. The activities to partake in are listed at the end of this section.

ACT II SIDE QUESTS IN JEOPARDY

There are events and choices in Act II that prevent you from starting and/or completing side quests and tasks around Defiance Bay. The districts of concern are Copperlane, First Fires, Heritage Hill, Brackenbury, and Ondra's Gift. The main quest largely ignores Ondra's Gift. This town's quests are the most at risk of being overlooked if you follow this walkthrough without first visiting our "Act II Side Quests & Tasks" section. We strongly suggest you jump to that section of this guide now and complete all the side quests and tasks in Act II, starting with those from Ondra's Gift, before advancing the main quest much further.

Press forward from the southeast gate **(1)** of Copperlane; you pass Rowan, who is riling up some protesters against the animancers. You can find additional information about the different districts of Defiance Bay from him if you wish. You can also learn about the Dozens—one of a few factions of influence in the area. Before the end of Act II, you will have to decide which faction to stand behind.

THE DOZENS' AXIOM

Since you will soon need to side with a faction, this is what you learn about the Dozens: They are interested citizens (a militia) who want to free Defiance Bay from the dangerous influence of animancers and the tyranny of the aristocrats who support them. They feel the Crucible Knights are not doing enough in this regard. They are based in Copperlane, and Admeth's Den (5) is their headquarters.

Cross the bridge and find the Goose and Fox tavern **(2)** on your right. If you need rest or supplies (especially Camping Supplies), stop in and talk to the barkeep. To continue the main quest, head southwest to the wooden doorway **(12)** that leads directly into the Catacombs. If you want to start new side quests before you risk missing the opportunity to start certain quests, we suggest heading through First Fires and into Ondra's Gift and starting to explore there. Otherwise, enter the Catacombs now.

CAMPING SUPPLIES

You can purchase Camping Supplies from Narmer's Sundries in the Copperlane Marketplace (3). Make sure you have some in tow before you head into the Catacombs.

Part 2: Activities in Copperlane

Activities at the Goose and Fox Tavern

Enter this watering hole filled with thespian types. There are two fellows to chin-wag with:

Bishop

Lodging

Speak with Bishop **(15)** the barkeep, and purchase a room for the night (this offers a permanent buff to each party member until you camp or rest again). This is recommended. He has five room options that offer buffers to Perception, Resolve, Intellect, Lore, Dexterity, Stealth, Athletics, and Mechanics. The rooms range in price from 25 cp to 160 cp.

Recruitment

Purchase a party member for hire. By this time, there are hiring options for Adventures Levels 1 through 4, ranging in price from 250 cp to 1,000 cp. Use this service to fill a gap in your party.

Trade

Buy and sell with Bishop (this is limited to food, Camping Supplies, and a Yellow Lab). Explore the tavern, optionally purloining items from containers, locked crates (sometimes) and chests, or bookcases.

Kaenra

Side Quest: His Old Self

Kaenra**(16)**, a heartbroken woman, wants you to return a ring to her Svef-addled former lover. Find this woman sitting in the rear of the establishment. See Act II Side Quests & Tasks for more information.

Two-Tone Weaxel

Side Quest Participant: Something Secret

On the upper-floor hallway landing is Two-Tone Weaxel **(17)** and his fellow explorers. If you've started the task "Something Secret" and steer the conversation toward a March steel dagger, then you will further that task here. Purchase the dagger and walk away unscathed or take it and expect a brawl. See Act II Side Quests & Tasks for details.

Activities at the Marketplace

Wander to the northeast area of Copperlane to find a variety of market traders at the Marketplace**(3)**.

Lora's Mystical Goods

Trade with Lora, who sells a variety of potions, scrolls, rings, and an Ashwood Cameo Figurine.

Narmer's Sundries

Trade with Narmer, who sells Camping Supplies and rations.

Igrun's Arms and Armor

Side Quest Participant: Something Secret

Igrun tells you all about Sonild, who sells her more impressive wares in the Expedition Hall. He also has some battle equipment, tools, and lockpicks to off-load. If the "Something Secret" task is active, then you can ask him about the March steel dagger.

Battle at the Thieves' Hideout

Just northeast of the market and southeast of the steps up to Admeth's Den is an unmarked building **(4)**.

Side Quest: A Two Story Job

If you barge inside, you catch a group of thieves plotting to steal a jewel for "the pretty little lord." Before you can explain your situation, they attack! Retaliate, and ransack the interior for items afterward. Find the Thieves' Letter on one of the corpses, hinting at the quest you've just stumbled upon.

Activities at Admeth's Den

Ascend the wooden balcony steps of Admeth's Den **(5)** to the northeast. Inside is a huge hallway (known as Expedition Hall) with a variety of unsavory mercenary types. You are confronted by a band of bounty hunters led by Byne "the Nimble." This overconfident group **(18)** is known as Byne's Giantslayers.

LEAVE LOCKED CHESTS LOCKED

Unless you have already decided not to befriend the Dozens, do not pick locked chests **(21)** in Admeth's Den in front of witnesses. If so, expect a fight with everyone inside. However, feel free to loot any of the unlocked containers in the building without consequence. This courtesy applies when visiting any of the various Defiance Bay factions' headquarters.

After an unpleasant conversation with the Giantslayers, head to the training sand pit to the hall's northeast and speak with the trainer, Osric **(19)**. Talk to him about hiring an adventurer (recruitment), a job (side quest), access to Sonild's merchandise (the arms dealer in the next room **(22)**, which requires you get on Osric's good side before he does business with you), and information on the Expedition Hall.

New Side Quest: Rogue Knight

Ask about employment, and Osric tells you of a confiscated breastplate he wants returned from a fellow knight named Penhelm.

Wenan: Bounty Assignments

Wenan is in charge of the Dozens' mercenary jobs and stands near the large map table in the middle of the room **(20)**. He will not give your party assignments until you win over Osric, and to do that you must complete his "Rogue Knight" side quest.

Sonild's Armory Shop

Sonild **(22)** runs the armory store and has some choice equipment, but she sells it only to those who get on Osric's good side. Complete Osric's side quest so you can access this shop.

Activities at Purnisc's House

If you are on the "His Old Self" side quest, then enter this location **(6)**, which is just north of the marketplace and filled with mercenaries. If you have not started that side quest, then starting a fight isn't an option, but visiting this trader is. You can talk to Purnisc and learn about the narcotic Svef and purchase apothecary items (unfortunately, they only sell Svef). Matters usually turn more violent if you explore the upper floor here. See Act II Side Quests & Tasks for more information.

Activities at Lumdala's House

Lumdala's House **(8)** is located in the north part of town. A locked door prevents access. This home is accessible during a specific stage of "The Final Act" side quest. See Act II Side Quests & Tasks for more information.

Activities at the Scriveners Dormitory

Just north of the amphitheater is an area where those in need of medicinal or narcotic sustenance come to partake. Investigate Scriveners Dormitory now **(9)**.

Coren's Herbs

Speak to this Whiteleaf smoker and obtain some choice herbs from him. He also has armor (obviously hocked by users), robes, and potions.

Activities at the Hall of Revealed Mysteries

Enter the Hall of Revealed Mysteries **(10)**, the expansive library dominating the northwest corner of Copperlane. There are many books you can add to your collection, and you can pick the lock of the scroll room (4 Mechanics + 5 Lockpicks or 5 Mechanics) to gather some excellent magical armaments in paper form. You may also speak to Grimda **(23)**, an elderly dwarf in the chapel-looking area.

New Task: The Parable of Wael

Grimda is missing an ancient scroll of Wael. Offer to find and return it to her (see Act II Side Quests & Tasks).

Activities at the Amphitheater

The theater troupe known as the Revel of Stars is practicing at the Amphitheater **(14)**. You can speak with Lumdala here. She offers some background information, but no quests are available (although she becomes a suspect in "The Final Act" side quest).

Other Activities

On the west side of the amphitheater bridge stands a man named Dalton **(24)**.

New Side Quest: A Voice from the Past

Speak with this retired adventurer, and he tells you about the voice he's been hearing—a former lover named Rowyna, who died 60 years ago. She apparently wanders the Catacombs (see Act II Side Quests & Tasks).

New Task: Something Secret

On the southwest side of the wooden bridge stands a child named Gordy **(25)**. He tells you he knows a place where people hide “really special things”; in return for a dagger, he’ll tell you more (see Act II Side Quests & Tasks).

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Main Quest: Act II

The Watcher of Dyrwood: Catacombs and Temple of Woedica

Part 1: The Stench of Death

Interact with the dead initiate **(26)** to read the thoughts of its fleeting soul; then begin to explore the fetid Catacombs underneath Copperlane. Your path follows Grogan's Canal; head southwest along the edge of this filthy water, optionally checking the side chamber to the northwest for Black Ooze foes and some items to gather inside two wall crypts. At the first canal bridge, expect three more Black Oozes and a Troll advancing over the bridge.

(Optional) Explore the southeast side **(27)** of the Catacombs by crossing the bridge. Head down the large set of stone steps and into the Flooded Warrens; here you face Sporelings, three large Dank Spores, and two more Trolls. After a protracted battle, head south, then northwest up the second set of large stone steps. This door **(28)** at the top of the stairs is locked with a 2 Mechanics + 3 Lockpicks or 3 Mechanics lock.

Inside the mausoleum are Human Skeletons, a Skeletal Wizard, and a Skeletal Fighter (the Fighter is in the vault inside the chamber). Defeat the undead, focusing on the Wizard first; then gather any treasure from the wall crypts that are accessible.

Exit the mausoleum and find a closed, unlocked door to the southwest, around the corner on the same platform. Inside the room is Eorn **(29)**, a small Orlan man hiding from the Crucible Knights. He accidentally killed a knight.

NEW TASK: UNWANTED

A lone adventurer named Eorn is here, on the run from the Crucible Knights. Decide his fate (see Act II Side Quests & Tasks for all the details and options with this task).

Cross back over one of the canal bridges to return to the Catacombs' northern part; continue to battle more Black Ooze along the way. Search the noble ossuaries accessible atop the brick balcony steps overlooking the canal. Watch out for the wall trap in the chamber with the ornate tomb **(30)** and the coffin trap in the last chamber on the left (two doors down).

Battle up to five Black Oozes along the canal edge as you head southwest, and then enter a hallway junction **(31)** that connects a circular transitional sepulcher to your left and stairs down into the Temple of Woedica. Or, continue your search by following the passageway to the north before you take the stairs. If you wish to finish your exploration of the catacomb, then wind your way up to the vault of rebels **(32)**, where a group of Skeletal Fighters, Human Skeletons, and two Skeletal Wizards begin a drawn-out attack; watch the ranged attacks from the Skeletal Wizards. Have your party's magic users counter the Skeletal Wizards while you pit your fighters against theirs.

Gather treasure, then use the left tunnel (the right has traps) to continue up to a second large circular chamber and into the Ducal Mausoleum **(33)**. Here you meet Helig of Thein and three Revenants. Don't be alarmed; they won't hurt you. This is part of the side quest "A Voice from the Past" (see "Side Quests & Tasks" for more information). Watch for traps as you return via the south passage, back southward to the exit stairs **(34)**.

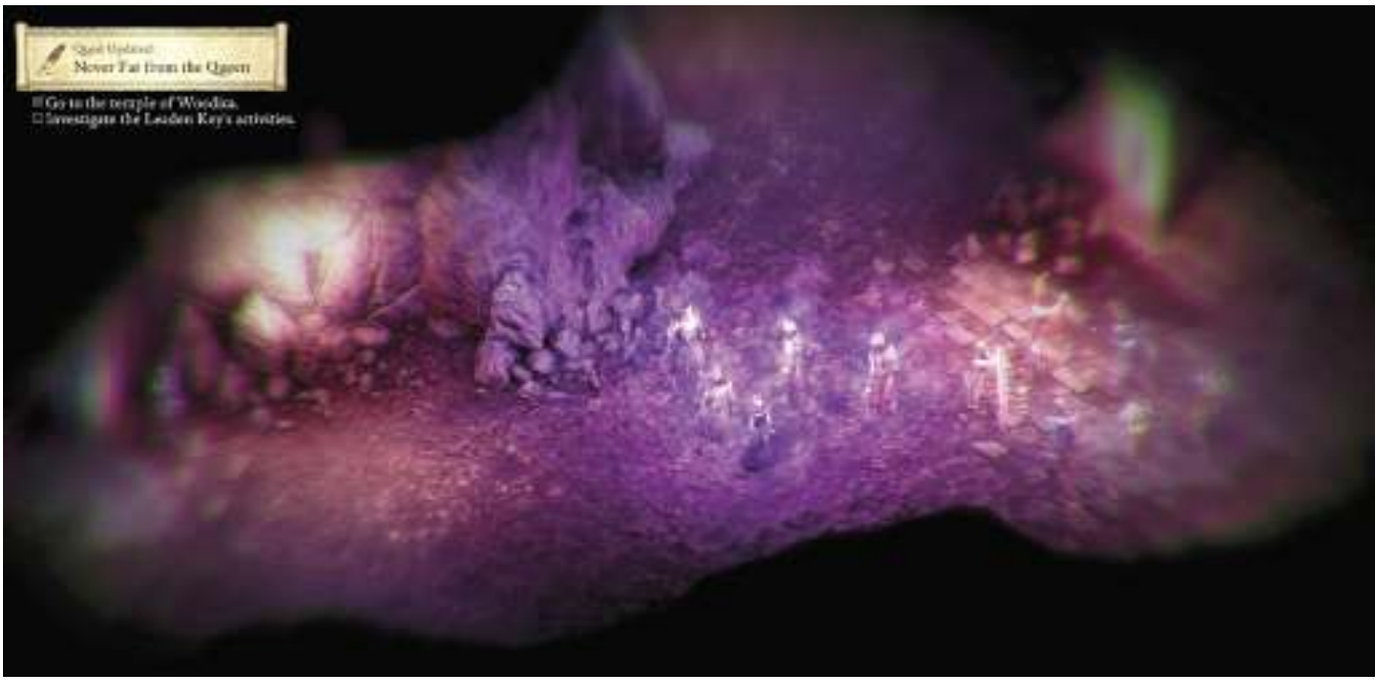
Part 2: Hallucinations and Hafmacg's Mercenaries

Temple of Woedica

Quest Updated: Never Far from the Queen

Objective: Investigate the Leaden Key's activities

You enter the subterranean Temple of Woedica and are immediately greeted by the ghostly hollow image of an older robed man **(35)**. Speak with him as you wish, before the hallucination disappears. Your quest is then updated. You must now investigate the Leaden Key's activities.



Head toward the temple's entrance **(37)**, which is flanked by two mercenaries. One is named Hafmacg, and he soon realizes you're not wearing the appropriate attire for this place. You can:

- **[Intellect 13 or Resolve 13]** Bluster your way past Hafmacg with an excuse about leaving your mask inside. You're free to move about the place without anyone becoming hostile (for the moment).
- **Other choices:** Any other choices lead to Hafmacg and the rest of the Mercenary guards attacking. You're forced to wade through this place with combat in almost every chamber. Expect combat with around 14 Mercenaries before you reach the final chamber.

The passageway **(36)** immediately north of the stairwell entrance is tricky to find at first because it looks like the small vault room is closed off, but there is a narrow passageway that leads to another small chamber. Activate Scouting to find a pressure plate brick on the ground; select it to reveal a grand crypt with a trapped sarcophagus and a whispering wall of skulls. Enter slowly and remain in Scouting mode so you can detect the floor trap at the entrance. Dismantle the trap on the crypt, gather any treasure, and return to the guarded doorway **(37)**.

Continue west into the connecting chamber, heading north to two similarly sized chambers with more Mercenaries and containers to ransack. The northernmost chamber **(38)** has an Initiate, who is pacing the floor trying desperately to memorize something. There are two things you need from him to make it through this meeting without a battle: a hood and the answers to the security questions you will be asked before the meeting begins.

Getting the Hood

Talk to him. He asks where your mask is. Tell him:

- It was itchy and you'll put it back on before the meeting.

Then when he warns you not to let anyone inside see you without it, answer back:

- "Can I borrow your hood?"

He reacts negatively. Reply:

- **[Resolve 14]** I promise that I'll bring it right back.

Or…

- **[Might 14]** you can threaten him to give it to you.

Getting the Passphrases

Now that you have the hood, continue talking to the Initiate. Ask him what he's doing, and when he tells you he is practicing the passphrases, offer to allow him to practice on you. These are the passphrases that will get you into the meeting:

First question: State your name and purpose. **Answer:***"My name belongs to the gods and my hand to their service."*

Second question: What company do you seek? **Answer:***"I seek the company of shadows, that our labors may remain secret."*

Third question: Tell me of your labors. **Answer:***"To see that the craft of kith and wilder does not disturb what bones the gods have buried."*

Fourth question: How do we know your purpose? **Answer:** *"You shall know it by the confession of my tongue, the deeds of my hand, and the oath on my soul."*

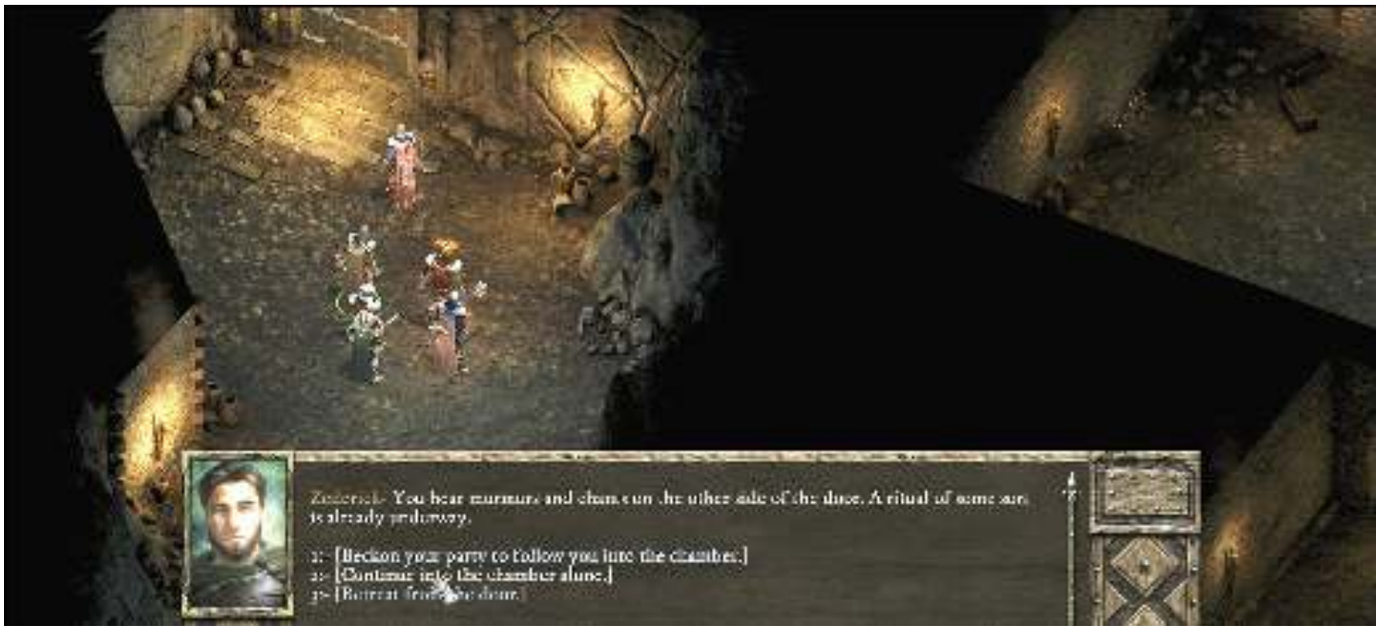
WEAR THE WOEDICA HOOD

After the conversation with the Initiate ends, enter the Inventory menu and place the Woedica Hood on your main character's head. It will be in one of your characters' inventory slots and not in the Stash.

Part 3: Sanctum of the Shrouded

Head south, down the narrow passage and into a secondary crypt. Open the door **(39)** to the west. This leads northward up a rough tunnel (check the area for treasure as you go); pause as Aloth (if he's in your party) staggers. Some force up ahead is making your party members feel most uncomfortable.

Stop before the closed door to the meeting chamber **(40)**. You hear murmurs and chants from the other side of the door. The ritual is already under way. You have three choices: take everyone into the chamber, continue into the chamber alone, or retreat from the door. Choose the second. That's right—you're going in alone, and make sure you are wearing the hood.



If you do not wear the hood inside, the group of shrouded cultists reacts angrily to your presence—their leader yelling, "Interloper!" at you—and combat begins. You'd have to fight all of them.

With the hood and the passphrases ready, the woman asks you to state your name and purpose. Provide the four answers in the order we listed above and you will fool them all. You can fumble through the last few questions and be okay. Answer "Yes" to the next two questions, and then to avoid a battle, answer the final question with "I shall." After the grilling, you can ask the shrouded woman all five of the questions to get more information about what's going on.

If you chose to do battle instead, then approach the corpse of the shrouded woman who yelled at you before. Her voice howls in your ears, and amid the befuddlement, you begin to see flashes of a tower, a prisoner, and a ruin. You know where you must go. And if you don't, your quest updates to help you.

RITUAL BATTLE TIP

If this battle is particularly harrowing, remain at the entrance or back down the corridor so fewer cultists can attack at once.

New Main Quest: Through Death's Gate

Objective: Travel to Dyrford Village

New Main Quest: Undying Heritage

Objective: Find the tower

New Main Quest: The Man Who Waits

Objective: Find the "place of misery and madness"

Quest Completed: Never Far from the Queen

Search the shrine to Woedica thoroughly, Scouting in the northwest part of the shrine to uncover a floor pressure plate. This opens a secret wall and reveals stairs that lead up and into the fresh air of First Fires.

REST, REGROUP, AND REVIEW

We suggest rest at an inn or at the stronghold, where you can also check on the progress of repairs before pressing on to First Fires. Again, check the Act II Side Quests & Tasks section of this guide for help with the many side quests and tasks found in Defiance Bay that are not covered in this main quest walkthrough.

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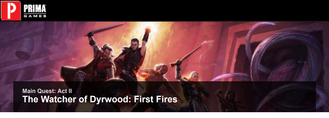
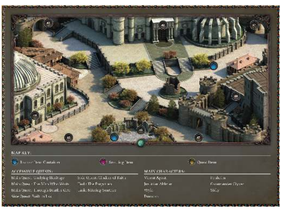


Main Quest: Act II
The Watcher of Dyrwood: First Fires



Part 1: Voyage Through First Fires

FIRST FIRES: DEFIANCE BAY'S HUB

You are now in First Fires, the central district of Defiance Bay, where the seat of government resides, as do the important embassies and the Ducal Palace. The activities to attempt here are listed at the end of this section.

You'll likely be entering First Fires from the northeast gate (**41**) or up through the Temple of Woedica (**46**) from the secret catacombs exit. Take a few moments to get your bearings, and encounter a strange Ghost in the middle of the Woedica ruins you may have ascended into. You may speak to this entity about the Queen That Was (finding out more information about Woedica and her temple).

Talk to the Justicar at the northeast gate (**41**), and ask him about the location of the tower near a cemetery. He points you to Heritage Hill. However, he does say that they don't let people in anymore, and Knights don't even want to be anywhere near it. This updates two main quests.

Quest Updated: The Man Who Waits

Objective: Speak to the Head Warden of Brackenbury Sanitarium

Quest Updated: Undying Heritage

Objective: Enter the tower in Heritage Hill

With that beneficial investigation behind you, activate the task and side quests found inside the three buildings in town (see Act II Side Quests & Tasks for detailed info). Now depart heading northwest to the giant archway gate (**42**). Access the World Map, and travel to Heritage Hill.

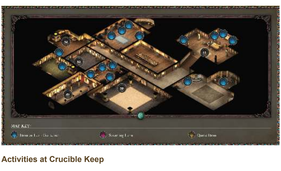
Part 2: Activities in First Fires

Activities at the Vailian Embassy

Head southwest past the Vailian Diplomats and into the embassy (**44**). Vicont Agosti is in the anteroom and available to speak about the Vailian Republics. There are a few bookcases and (usually locked) chests to loot from here.

Task: The Forgotten

He's also hoping you might stop some adventurers from looting an Engwithan ruins.



Activities at Crucible Keep

Approach the sturdy battlements and pass by the Justicars to reach Crucible Keep (**48**). Just inside, Justicar Aldmar (**49**) has some haughty opinions to share about the soul-reading critter of Dunnyd Row and being the defenders of Defiance Bay. Loot the remaining chambers if you wish, and question the following people:

Task: Missing Sentries

Find Wylia (**50**) in the keep: Enter the large square training chamber to the east, and speak to Wylia about her role, Heritage Hill, and begin a new quest.

LOOT UNLOCKED CONTAINERS ONLY

As we said before, do not pick locks in front of the Crucible Knights or you will feel the broadside of their swords and fail related quests. Loot all the unlocked containers, but stay away from the prized possessions they keep locked up until you no longer care about getting on their good side.

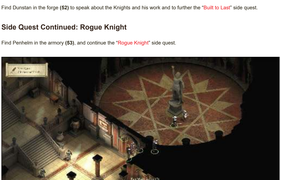
Side Quest: Built to Last

Find Commander Oyver (**51**) in the War Room to the northeast, and he speaks about his plan to address the shortage of trained soldiers. You're here to help Dunstan construct forge knights with some research from an animancer named Vianna.

Find Dunstan in the forge (**52**) to speak about the Knights and his work and to further the "Built to Last" side quest.

Side Quest Continued: Rogue Knight

Find Penhelm in the armory (**53**), and continue the "Rogue Knight" side quest.



Activities at Ducal Palace

This impressive structure is on the north side of First Fires. Sidly, a rather quiet servant of the Duc Aevar—a coarse frontier noble—fills you in on this family.

Side Quest: Cinders of Faith

Enter the Temple of Magran (the first room on the right), and speak to Fyrga, the Tranquil Ardent, who has had her faith shaken by the Hollowborn crisis. She hopes you can help her with a vision she's had.

Audience Hall (Locked)

A Justicar prevents you from accessing the locked Audience Hall to the west. You don't have official invitations yet.

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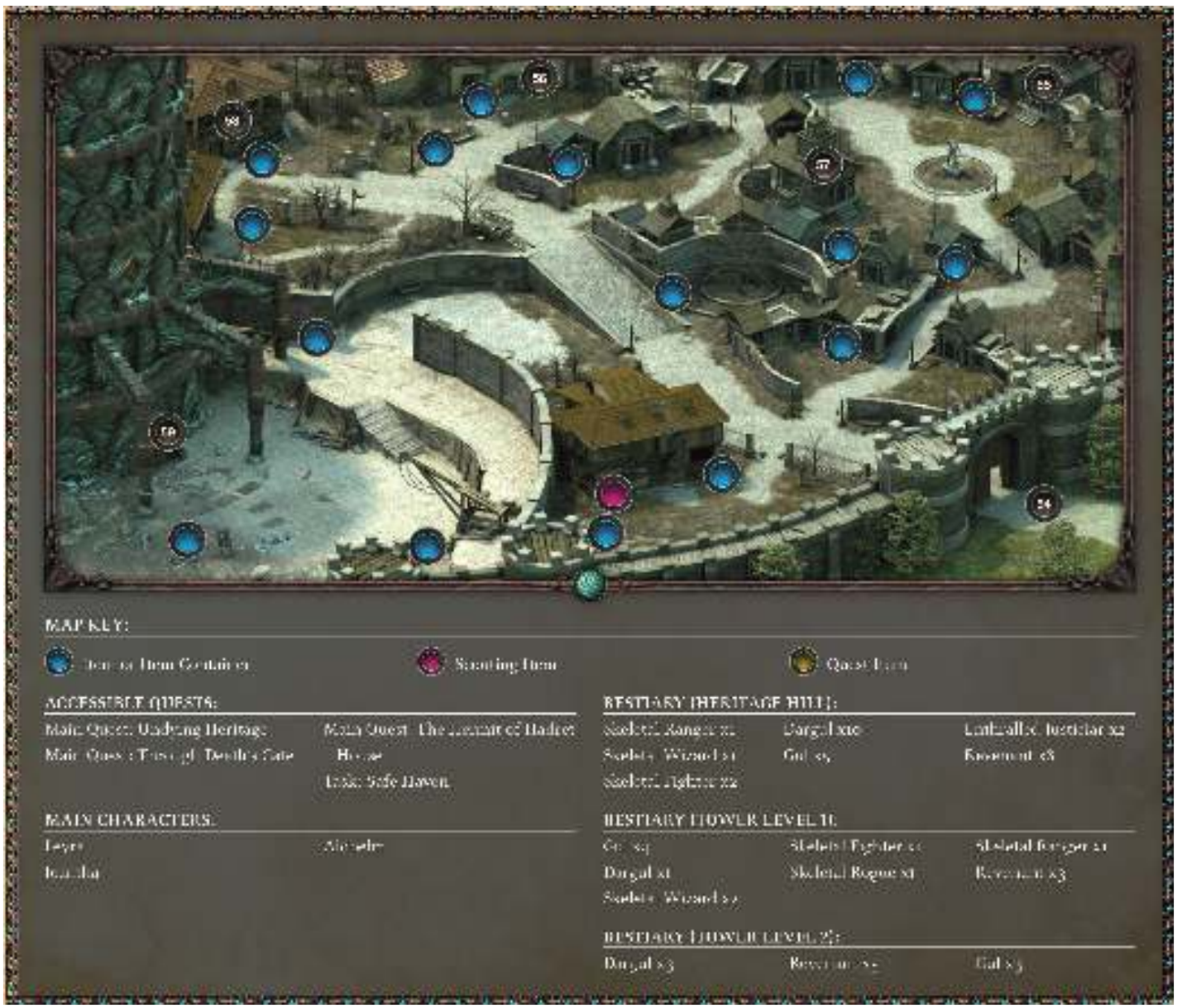
Main Quest: Act II

The Watcher of Dyrwood: Heritage Hill



Part 1: Unnatural Hell on Heritage Hill

You find the large gate **(54)** locked when you arrive at the entrance of Heritage Hill. Heed the guard's forewarning; the dead walk the cemeteries, ruins, and old manor houses of this district. Aside from pitched battles against the rotting and forlorn, there is a great deal to discover here—see the end of this section for more details.

Two guards prevent you from progressing at the gates to Heritage Hill, warning you that the inhabitants change into the wandering undead. Progress using one of the following plans:

- Challenge the guards and defeat them in combat; obtain the Heritage Hill Gate Key from one of the guard's corpses and open the adjacent gate.
- Pay them off with 1,000 cp in bribes.
- Return to Crucible Keep in First Fires, and seek out Marshal Wenfeld. Request that you progress into this area, then return to inform the guard.
- If you've already visited Crucible Keep and spoken to Wyla, tell the guard you're looking into the missing guards (Task: Missing Sentries) and they let you through.

DREAMS OF RUIN

Remember your vision of a tower, a prisoner, and a ruin? You believe the tower within Heritage Hill is the one you saw in this altered state. Time to enter it!

The Missing Sentries task updates at this point (if this task is active); now you must find the missing guards. Venture into the fog-filled cobblestone streets, and slay the Skeletal Fighters, Skeletal Wizard, and Skeletal Rangers that appear from the gated lot to the left. Next, you can optionally explore the cemetery area to the north, or find a more direct path to the Tower **(59)** by heading west.

Part 2: Activities on Heritage Hill

Activities at the Cemetery

Venture north, checking the exterior vault cubbyholes for treasures before facing down a hardy undead known as a Dargul. Continue north and face four Guls and a Dargul near the headless statue, between Valtas Mausoleum **(57)** and a nameless mausoleum **(55)**.

Mausoleum

To the northeast is an unmarked door leading to a small mausoleum interior **(55)**. A Phantom named Leyra is waiting for reinforcements. Any conversation ends in a fight with her and her four Enthralled Justiciars. Enter Scouting mode to detect the trap on the coffin in the middle of the room. Disarm the trap, loot the treasures, and leave.

Valtas Manor

Task: Safe Haven

To the north is a wandering Dargul and Valtas Manor **(56)**, which you can optionally enter. Thoroughly explore the manor, gathering loot until you reach the northwest hallway where your task (and a confrontation with the Valtas clan, now two Darguls) begins. Acquire the Valtas Manor Key from a drawer in the farthest room. This key unlocks the only locked door inside (see Act II Side Quests & Tasks). You can enter the locked Valtas Mausoleum **(57)** after completing the tasks inside the mansion.

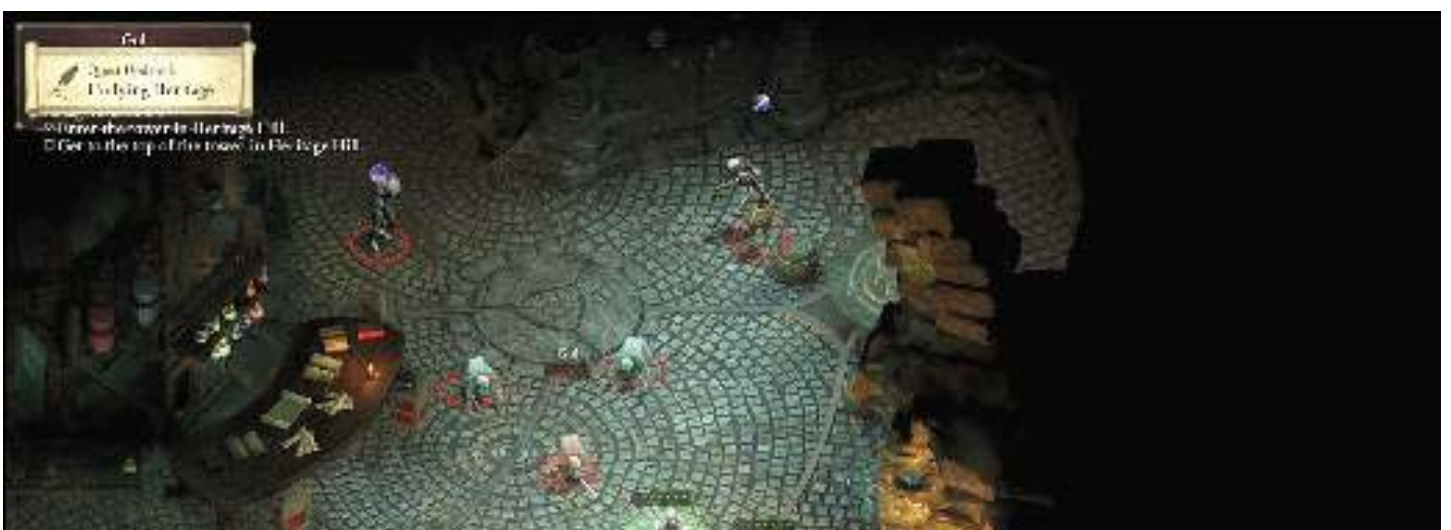
Icantha's House

Outside, to the northwest, is a group of lolling Revenants. Introduce them to the pointy end of your sword, and explore the small park area. This leads to Icantha's House **(58)**. Return here later into your main quest, once you exit the Tower.

Part 3: Trudging to the Tower

Attack three Revenants and a Gul en route to the southwestern part of Heritage Hill. Down a wooden ramp, before the Tower **(59)**, is a mist-filled clearing with a couple Dargul, two Skeletal Wizards, and five Guls. When this fraught battle is over, approach the Tower door. Your previous encounter with the Shrouded Woman (the Leaden Key Acolyte inside the Temple of Woedica) allows you to utter the words needed to open this door. Step into the Tower.

Part 4: Engwithan Tower Teir Nowneth (Level 1)



This is the Engwithan Tower called Teir Nowneth. It features a central altar and a strange machine guarded in the initial area by three Guls, a Dargul, and a Skeletal Wizard. You enter from the southeast **(60)**. Slay everything, and inspect the area for loot.

Heading counterclockwise, you find the bedroom and then a north corridor with two Skeletal Fighters, a Skeletal Rogue, and a Skeletal Wizard to contend with. If you work your way up the western corridor, you encounter a group of undead foes —a Skeletal Ranger, three Revenants, and a Gul—close to the table that contains many items. Either route takes you to the stairs leading up **(61)**.

Quest Updated: Undying Heritage

Objective: Get to the top of the tower in Heritage Hill

Part 5: Engwithan Tower Teir Nowneth (Level 2)

This is a large and vaguely circular chamber with the protruding and infernal device in the center. You enter via the stairs in the northeast **(62)**. Take care of all the following foes in this chamber (and loot it afterward). Slaughter a total of five Revenants, three Guls, and three Darguls before you leave via the southwest stairwell **(63)**, or you may face them on the way down from the roof. As you emerge onto the rooftop, your main quest updates.

Part 6: Engwithan Tower Teir Nowneth (Level 3)

Quest Updated: Undying Heritage

Objective: Find out how the Engwithan machine in Heritage Hill works

Step onto the flattened roof of the tower **(64)**, and inspect the cylindrical device that is humming with energy. Interact with the hunched man standing by the smaller protruding mechanism to the southwest. This is the animancer named Aldhelm **(65)**. He has come to research the tower and ultimately agrees to strengthen your powers if you return with “something to keep him sharp” from Icantha.

PILLAR TALK

You’re able to interact with the adra pillar Aldhelm is standing next to. Inspect the machine or turn the dial. Try this once you return here, when you’re better informed.

Part 7: Descent to Icantha’s House

Quest Updated: Undying Heritage

Objective: Find Icantha

Head back down the Tower. As you leave the rooftop, you are prompted with the option to go directly to the bottom or down just one level. Head back into Heritage Hill. Travel northwest, to Icantha’s House **(58)**. You’ll find her tending to the fire in her ramshackle kitchen **(66)**. Request the words that operate the Engwithan machine, learn the tower's name, and learn copious details about Icantha, the machine's ability to move souls, and the tower itself. This doesn't have to end in combat, but it can. Choose to extinguish Icantha's pride and tell her that her opportunities here are finite. One day the knowledge will die with her. Tell her that you'll make sure that it will grow and her legacy will live on. She then agrees to give you the words you need to turn the machine on or off. Once you've siphoned the details you need, your quest updates.

FEED ALDHELM ICANTHA'S PRISONERS

The humans imprisoned in Icantha's house are the key to increasing your own power at the end of this quest. Icantha has imprisoned her groundskeepers in the back room (67) of her house. You must first talk to Aldhelm for the option to release the prisoners to the safety of the tower's rooftop. Once they are there, Aldhelm devours them. Only then will you be given the option to increase your own power using the soul-moving machine.

Quest Updated: Undying Heritage

Objective: Deal with the Engwithan machine

Part 8: A Curse is Lifted

Retrace your steps back to the top of the tower **(65)**; you plan to do something about the curse of Heritage Hill—now that you can understand the Engwithan language. Unfortunately for Aldhelm, he has degenerated to the point of uselessness. However, if you released Icantha's prisoners to the tower rooftop, then Aldhelm will devour them and be slightly more energized. You will also receive one more option when you choose what to do with the machine in the following sequence. While talking to Aldhelm, ask him about the secret to make you strong. This explains which choice to make if you wish to go this route. Move to inspect the pillar, and check the panel with two words you recognize: "end" and "hold." You can:

Reactivity [Reputation+++]

Either option grants you a very major bonus to your positive standing throughout Defiance Bay.

- **[Choose "End"]:** The panel sinks down, a thunderclap sounds, and the machine falls dormant.
- **[Maximize the machine's throttle to overload it]:** This causes the machine to explode, and it can never be used again.
- **[Redirect the flow of essence to yourself according to Aldhelm's instructions]:** You feel the power of the souls enter you. [Positive: Defiance Bay—Moderate] [Cruel—Major]
- **[Leave]:** The quest is incomplete.

LIVE AND LEARN

Your actions here affect later events, so choose a more or less destructive path when you reach one of these machines in the future.

Quest Completed: Undying Heritage

Exit the Tower. Through the mist of the Tower's base, a Dunryd Row Messenger stops you with a communiqué: Lady Webb of Hadret House has requested your company in a matter most urgent. She lives in Brackenbury in the southwestern part of Defiance Bay. Another part of your main quest begins.

New Main Quest: The Hermit of Hadret House

Objective: Talk to Lady Webb at Hadret House

LOOSE ENDS

Although this new part of your main quests has appeared, it's wise to finish Main Quest: Through Death's Gate first. Complete this now.

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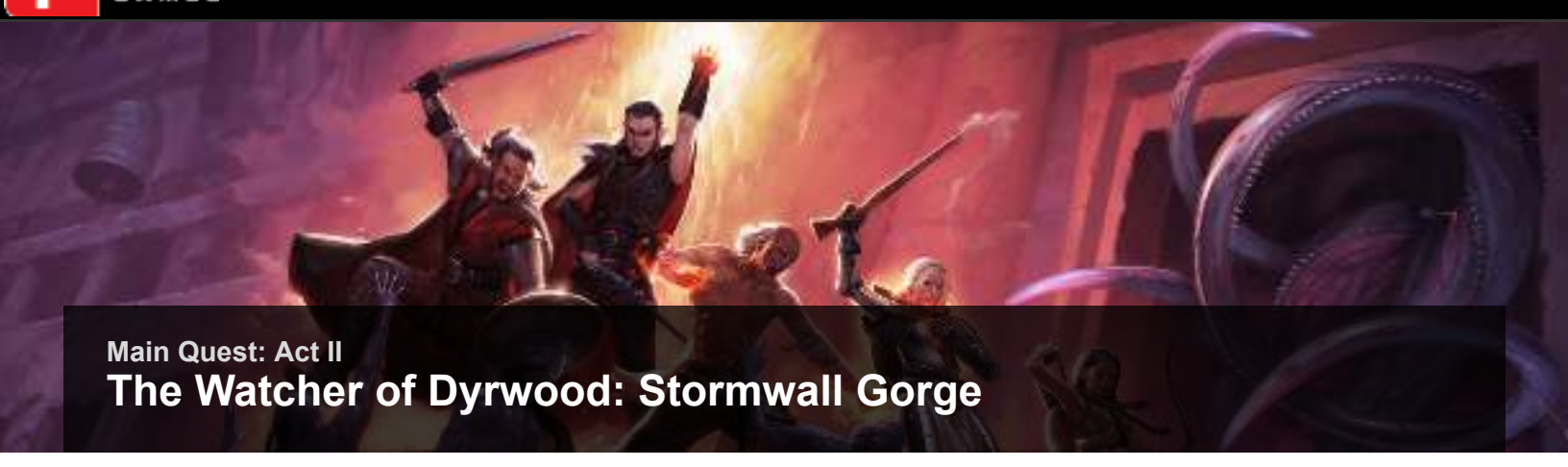


Main Quest: Act II

The Watcher of Dyrwood: Stormwall Gorge

Part 1: East to Dyrford Village

Exit Heritage Hill **(54)** and access the World Map. Choose Woodend Plains. As you've crossed this patch of wilderness before, it's easy to maneuver east, watching for Forest Lurkers in the eastern woods. Exit via the eastern exit to the World Map again. This time, choose Stormwall Gorge.

The southern part of the gorge is water, and the western parts of this location are dominated by some strange ruins **(69)**. As you begin your journey on the far western side **(68)**, you can simply follow the winding path southeast and exit **(71)**. However, along the way, there are some optional activities to investigate, including a new potential party member.

Activities at Stormwall Gorge

Beware of various foes you haven't encountered before, along with a possible newcomer to your party:

Feral Druids

To the north of the path and entry point is a copse of trees and a group of Feral Druids. Beware their magic, and defeat them to search their bodies for loot.

Pride of Lions (North and East)

Venture off the road to the north and the northeast, and expect a mauling from two prides of Lions (one with five big cats and the other with four).

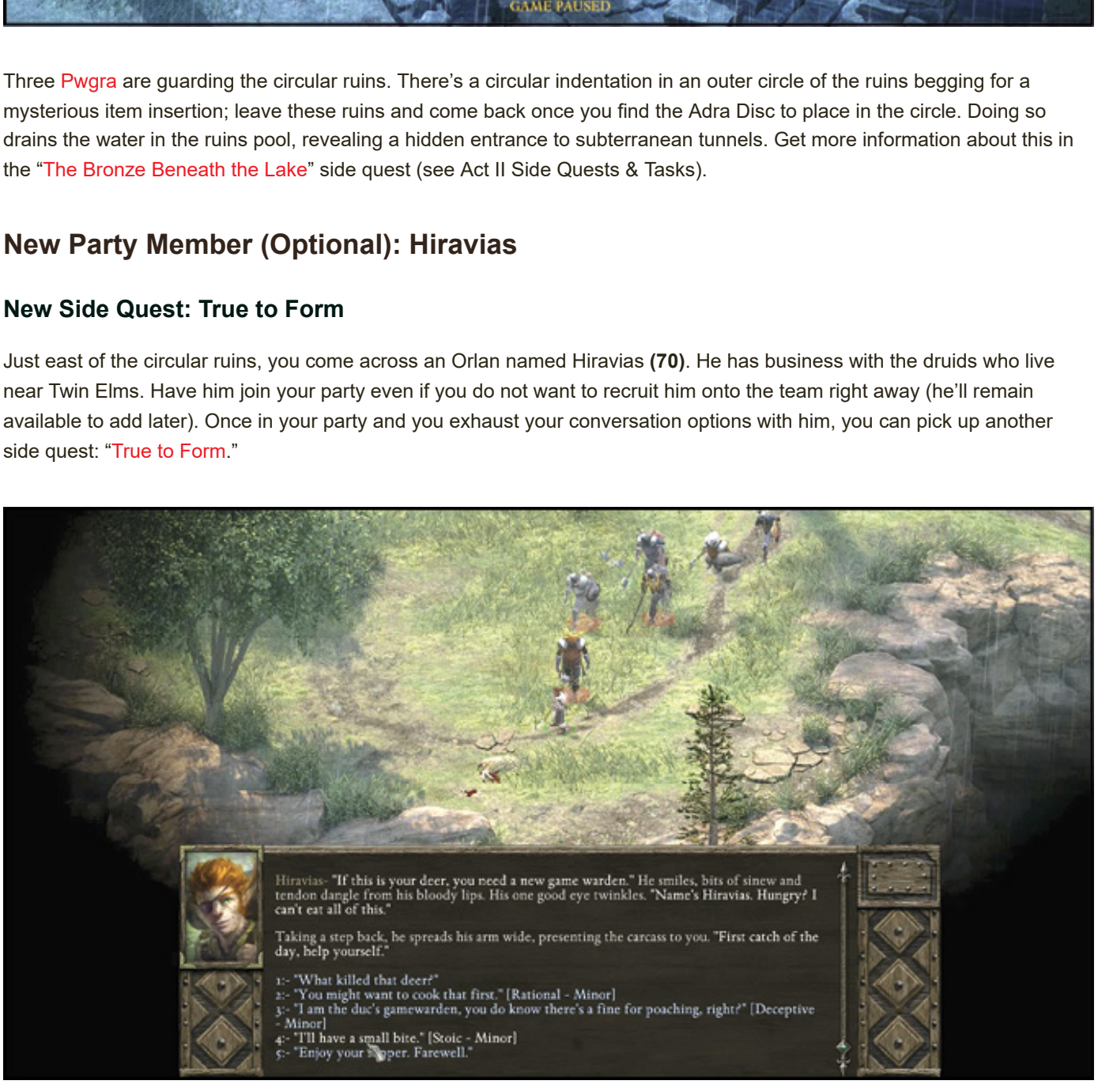
A Trio of Pwgra (Southwest)

Three Pwgra are guarding the circular ruins. There's a circular indentation in an outer circle of the ruins begging for a mysterious item insertion; leave these ruins and come back once you find the Adra Disc to place in the circle. Doing so drains the water in the ruins pool, revealing a hidden entrance to subterranean tunnels. Get more information about this in the "The Bronze Beneath the Lake" side quest (see Act II Side Quests & Tasks).

New Party Member (Optional): Hiravias

New Side Quest: True to Form

Just east of the circular ruins, you come across an Orlan named Hiravias **(70)**. He has business with the druids who live near Twin Elms. Have him join your party even if you do not want to recruit him onto the team right away (he'll remain available to add later). Once in your party and you exhaust your conversation options with him, you can pick up another side quest: "True to Form."


Hiravias- "If this is your deer, you need a new game warden." He smiles, bits of sinew and tendon dangle from his bloody lips. His one good eye twinkles. "Name's Hiravias. Hungry? I can't eat all of this."
Taking a step back, he spreads his arm wide, presenting the carcass to you. "First catch of the day, help yourself."
1:- "What killed that deer?"
2:- "You might want to cook that first." [Rational - Minor]
3:- "I am the duc's gamewarden, you do know there's a fine for poaching, right?" [Deceptive - Minor]
4:- "I'll have a small bite." [Stoic - Minor]
5:- "Enjoy your supper. Farewell."

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Part 1: The Harbinger of Berath

Quest Updated: Through Death's Gate

Objective: Find someone in town who knows about the ruins

You enter Dyrford along the West Access Road (**72**). Your path to Dyrford Village lies across the bridge to the southeast. Optionally speak with Medreth (**74**) to pick up the Cat and Mouse task. Before you head into the village, move north toward the modest churchlike Temple of Berath (**73**).

Head inside and speak with the battered and bruised Harbinger Bacotmar and his companion Celby. Find out why he's been roughed up, and learn more about the ruins you need to find and Dyrford itself. Once you exhaust the conversation topics regarding the ruins (he tells you the name of the place and the dangerous Glanfarhan tribes that guard it), your main quest updates.

Quest Updated: Through Death's Gate

Objective: Travel to Ciaban Rilag

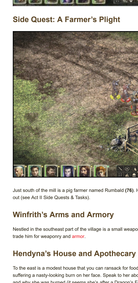
To locate Ciaban Rilag, head through the village of Dyrford and out into the wilderness, taking the Northeast Access Road (**79**). Consult your World Map as you leave, and select Dyrford Crossing as your next destination. You start the "Blood Legacy" side quest just after crossing the bridge.

Part 2: Activities in Dyrford Village

The village of Dyrford is small but has a good amount of secrets to uncover as you explore the rustic charms of this settlement.

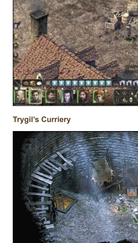
Task: Cat and Mouse

Before you cross the bridge into the village, investigate the group of cowled folk led by an elf named Medreth, who is looking for a murderer on the loose—an Orlan woman named Nythe (see Act II Side Quests & Tasks).

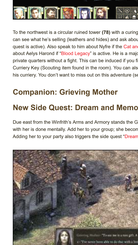


Side Quest: Blood Legacy

Just across the bridge and standing in front of the mill (**75**) is one of Lord Harond's house guards. He flags you down and asks if you've seen a runaway elf. Converse with the guard, and he requests you speak with Lord Harond, in the Dracogen Inn (see "Side Quests & Tasks").



Side Quest: A Farmer's Plight



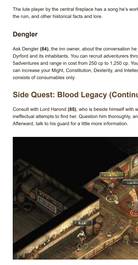
Just south of the mill is a pig farmer named Rumbald (**76**). He's ranting about an ogre that stole one of his pigs. Help him out (see Act II Side Quests & Tasks).

Winfrith's Arms and Armory

Nestled in the southeast part of the village is a small weapon's store (**81**). Enter it and ask Winfrith about the goings-on; trade him for weaponry and armor.

Hendyna's House and Apothecary (Task: Nest Egg)

To the east is a modest house that you can ransack for foodstuff. Outside, Hendyna (**80**) is plying her wares, though she's suffering a nasty-looking burn on her face. Speak to her about the Engelhan ruin and find out why her stocks are limited and why she was burned (it seems she's after a Dragon's Egg, which she asks you to find). You can also speak to her about Nythe, if the Cat and Mouse task is active. Also ask her about Ashys Harond if the "Blood Legacy" side quest is active. Trading is also an option, though her stock is low (see Act II Side Quests & Tasks).



Trygill's Currery

To the northwest is a circular ruined tower (**78**) with a curing area and an unpleasant owner and his underling, Sabhan. You can see what he's selling (leathers and hides) and ask about the collapsed tower and the ogre (if "A Farmer's Plight" side quest is active). Also speak to him about Nythe if the Cat and Mouse task is active. More importantly, you can talk to him about Ashys Harond if "Blood Legacy" is active. He is a major player in this side quest. You're not allowed into his (locked) private quarters without a fight. This can be induced if you first talk to Hendyna about the Haronds. Once inside, use the Currery Key (Scouting item found in the room). You can also discover ruins below Dyrford, which you access from inside his currery. You don't want to miss out on this adventure (see Act II Side Quests & Tasks)!

Companion: Grieving Mother

New Side Quest: Dream and Memory

Due east from the Winfrith's Arms and Armory stands the Grieving Mother (**82**). Interact with her; half of your conversation with her is done mentally. Add her to your group; she becomes a strong component if you do not already have a Cipher. Adding her to your party also triggers the side quest "Dream and Memory" (see "Side Quests & Tasks").

Activities at the Dracogen Inn

Enter this drinking establishment (**77**) in the center of the village. There are several locals to chat with:

Sid

The lute player by the central fireplace has a song he's working on. He also has copious information about the Glanfathans, the ruin, and other historical facts and lore.

Dengler

Ask Dengler (**84**), the inn owner, about the conversation he just finished with a nobleman, and ask him questions about Dyrford and its inhabitants. You can recruit adventurers through Dengler. They now range from Level 1 to Level 5adventures and range in cost from 250 gp to 1,250 cp. You can get a room at the tavern; they offer four room types that can increase your Might, Constitution, Dexterity, and Intellect and range from 30 cp to 200 cp. Lastly, Dengler's shop consists of consumables only.

Side Quest: Blood Legacy (Continued)

Consult with Lord Harond (**85**), who is beside himself with worry about his missing daughter (Lady Ashys) and anger at the ineffectual attempts to find her. Question him thoroughly, and continue this side quest (see Act II Side Quests & Tasks). Afterward, talk to his guard for a little more information.

Task: Cat and Mouse

Explore upstairs, as there are bedrooms to loot. There's also a locked door to the southwest. Inside the largest bedroom hides Nythe (**86**) and three Hooded Aumauas (see Act II Side Quests & Tasks).

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Main Quest: Act II

The Watcher of Dyrwood: Dyrford Crossing

Part 1: Beetle Bashing and an Escape North

If you enter Dyrford Crossing from Dyrford Village, then you'll be traveling along the grassy western path **(87)** with the meandering stream to the south. If you arrive from the Dyrford Ruins ("Blood Legacy" side quest), then you'll be entering from the mid-south **(88)**. Just north across some stepping-stones at the stream is a ruin with a statue covering a hole (closely watched by Wood Beetles). A strong player (Might 19) can push the statue away to reveal this alternate Dyrford Ruins entrance, or you can use a hammer and chisel to gain entry. This takes you back to the ruins, as heading south the way you came will not get you back.

The plush grass and stream is an idyllic setting aside from the clusters of Wood and Stone Beetles you need to slay, especially if you stray off the path. Unless you are on a side quest ("A Farmer's Plight") or a task (Nest Egg), then you only need to pass through this area to the north exit **(89)**. From the World Map, choose to visit Cliaban Rilag, which you can finally access.

Part 2: Activities in Dyrford Crossing

This small area of wilderness has much to offer once you cross the ford and explore the eastern area.

Ruined Shrine

The center of this area features a pair of stone legs covered in moss. You can examine this statue or leave.

Wolf Pack

The remains of a small fortification in the southwest corner is now the lair of a Wolf pack. Expect a battle here with three Wolves and one Elder Wolf.

Ogre Cave

The splattered remains of some unlucky adventurers lie on a balcony above the cave mouth **(90)** in the southeast corner, and the area is guarded by two Widowmaker Spiderlings and a Widowmaker; however, that's nothing compared to the spiders you'll find inside. For more information, see "A Farmer's Plight" side quest.

Pwgra & Forest Lurkers

To the east (north of the ogre cave entrance) among the rocks and trees are Pwgra foes with three Lurker companions. Expect more combat here.

Embattled Adventurers (Task: Nest Egg)

To the northeast are some rocky crags and a trio of Wurms (with four more on the grassy banks to the right). Farther up the screen are four embattled adventurers who think you are after a Dragon Egg. This group is known as the "Iron Brand" and is led by Sevis **(91)**, a fighter wielding an Estoc. If you have the money (800 cp) to pay them off, you can avoid combat altogether. Otherwise, some choice decisions in dialogue, using Resolve or Intellect, can scare off a few of the Band (see Act II Side Quests & Tasks).

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Main Quest: Act II

The Watcher of Dyrwood: Cliaban Rilag

Part 1: Stand Aside, Sleafhota!

From Dyrford Crossing, you enter Cliaban Rilag along the southeast passage **(92)**. Move north to the bridge **(93)** at the foot of this Engwithan ruin, and you encounter Sleafhota, a Glanfathan guard with bared teeth and an aggressive posture. You aren't allowed into the ruins. You can:

- **[Diplomacy]** Use your diplomacy and try to convince the guard to let you in.
- **[Aggression]** Use harsh language, followed by violence to slay the two guards.

Or, you can explore the campground to the northwest (find the Camping Supplies in the tent) and reach a second (broken) bridge **(94)**. Leap across to a second entrance into the ruins, to the north of the guards.

Part 2: Searching Cliaban Rilag (Level 1)

Quest Updated: Through Death's Gate

Objective: Find signs of the Leaden Key within Cliaban Rilag

Entrance Hall

You enter the Hall of Death in Life **(95)** or the Hall of Life in Death **(96)** (depending on the exterior entrance you accessed). Both join at the far (northeast) end of this entrance chamber. The place is eerily quiet. There are two passageways (northwest and southeast). Either is accessible, though the southeast hallway **(97)** is the preferred route.

Hallway Passing Engwithan Armory Chamber

Enter Scouting mode through the hallway to detect the large floor trap. Disarm it. Follow the hallway as it winds roughly northeast, slaying Black Ooze at the first locked door on the left **(98)**. A party member with 6 Mechanics + 7 Lockpicks or 7 Mechanics can open this door. If you can't get it open, return here with the key from Level 2. Farther down the hallway, you face a Troll. If you enter the room with the locked door **(98)**, you must battle three Animats. The foes have great items on them, and the weapons rack in the back of the room has interesting items, as well. Head down the steps to the northeast at the hall's end and turn right, heading south **(99)**. Here you will battle a few Pwgra and Corrupted Druids.

(Optional) Flooded Chamber

You can clear the northern tunnels now or when you re-enter the first level into that area later. We suggest clearing it now while your party is feeling fresh. The flooded chamber **(100)** is home to three Swamp Lurkers and two Swamp Slime. This winds back to the entrance chamber if you keep following the tunnel, and if you do, watch for a trap along the way and a Troll and two Black Oozes. A couple Pwgra and Corrupted Druids occupy the next clearing to the southeast.

Dankspore Den

Head southeast to a paved chamber **(101)**where you face Corrupted Druids and a Pwgra. After combat, prepare for more fighting with a collection of seven Sporelings and four Dank Spores in their moist den. Use fire attacks to make short work of them. The stairs down to Level 2 are to the southeast. Watch out for the large floor trap near the exit.

Part 3: Searching Cliaban Rilag (Level 2)

Stairwell Entrance

You begin in the northwest section **(102)** of the second ruins level. Head northeast into this impressive entrance chamber. Vast but ominously empty, the chamber features three exits, corridors to the northwest and southeast, and a door to the northeast. Two doors are unlocked. The middle door **(103)** is locked and grants access to the grand chamber. It requires 6 Mechanics + 7 Lockpicks or 7 Mechanics or the Engwithan Key. This is the most direct route to your goal. An Animat will enter the room through the left door **(104)** and attack if you hang out too long around the doors.

Phantom Hallway: Rigged with Floor Traps

To the northwest **(104)** of the Grand Chamber is a secondary hallway with five Phantoms and one Animat (unless he rushed you earlier) to demolish. Enter the hallway slowly in Scouting mode to detect the two large floor traps. Disarm them and move through the hallway, taking out the enemy.

Next is a circular altar chamber **(105)**. Defeat the two Will-O-Wisps and two Animats in this room and the two Will-O-Wisps from the furthest room **(106)** to the northeast if they join the battle. Enter the northwest room with the fountain **(107)**. Defeat the Specter, Phantom, and two Animats, and then inspect the fountain pool to acquire the Engwithan Key. This unlocks any locked doors in the ruins.

Grand Chamber

Now head through the door on the right **(108)** and into the large circular chamber with a large Adra statue surrounded by chains and guarded by Rain Blights. Slay these foes, and work your way around the balcony and engage more Rain Blights on the other side. The exit back up to Level 1 is via a locked door to the northeast **(109)**. Use the Engwithan Key on this lock. There are two other exits; one leads back to the first hallway **(103)** and the other to a lot of pain **(110)**.

Soul Stone Chamber and Red Soul Forge

Open the southeast door **(110)** and defeat the five Animats. The chamber is filled with strange Soul Stones. Northeast of that is another hallway, which leads to a red soul forge chamber **(111)**. Face a toughened Adra Animat and his four Animat guards here. Afterward, gather any weapons from the racks that you want to try out. Head up to a new section of the previous level using the newly opened stairwell **(109)**.

Part 4: Searching Cliaban Rilag (Back to Level 1)

Engwithan Soul Machine and Leaden Key Bodies

Main Quest: Act II

The Watcher of Dyrwood: Brackenbury

Part 1: A Stroll Around Brackenbury

WELCOME TO BRACKENBURY

Brackenbury is the riverside district of Defiance Bay and a place of ancient trees and shaded lanes, with antique and moldering mansions from the prerevolutionary past. There are a variety of citizens to inspect and speak to, side quests to attempt, and locations to enter. The activities to attempt are listed at the end of this section.

DON'T FORGET ONDRA'S GIFT

As we mentioned earlier, there are events that occur and choices made in Act II that prevent you from starting and/or completing side quests and tasks around Defiance Bay. The main quest largely ignores Ondra's Gift. This is the town whose quests are the most at risk of being overlooked. We strongly suggest you jump to Act II Side Quests & Tasks now and complete the ones involving Ondra's Gift before advancing the main quest much further.

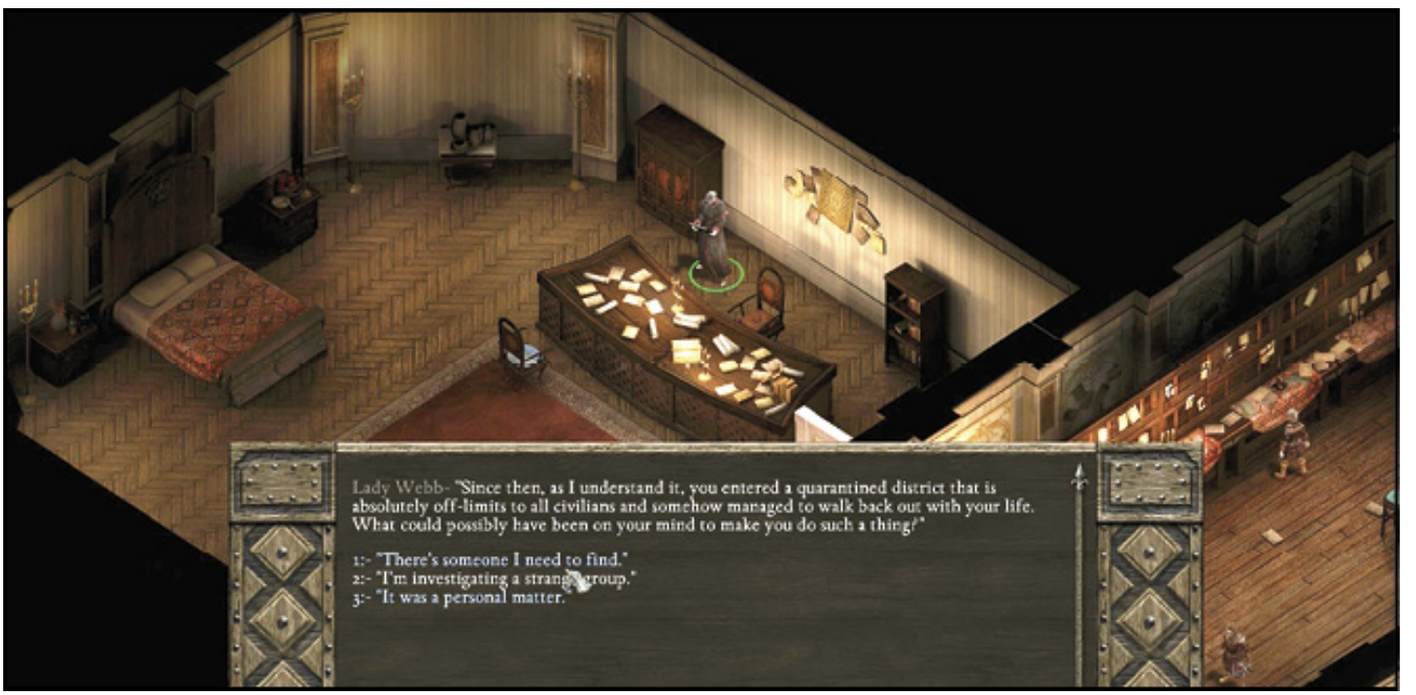
Enter Brackenbury **(115)** and immediately talk to Nedyn **(116)** (or save "The Theorems of Pandgram" side quest for later); then head toward the southwestern corner of the district. Pass the Sanitarium **(117)** to the northwest (you thoroughly explore there in a moment), and move to the Hadret House **(119)** to the southwest, where a Courier is waiting. He stops you and offers the gift of a rare antique pistol, a gift from an anonymous well-wisher for freeing the curse of Heritage Hill. Perhaps this is the elusive Lady Webb?

Part 2: A Tangled Webb

Hadret House

Step into Hadret House **(124)**, which is filled with Agents, and head northwest into the main ballroom; this is now a hive of Agent activity, with strewn papers and maps. Speak to Kurren **(126)**, who already knows all about you. This Orlan can provide a variety of information regarding his workload, skills, and whether he's looking for help. Mention that Lady Webb invited you here (and offer him the Penhelm affidavit if you're completing Side Quest: Rogue Knight).

Hadret House (Second Floor)



Head up to Level 2 via either set of stairs **(125)** and into the middle corridor **(127)** and a long office **(128)** filled with scattered paper and Agents. To the northwest is a guarded and locked door. One of the guards lets you through.

You greet a spindly fingered woman clutching thick stacks of parchments. Lady Webb **(129)** seems to know an awful lot about your adventuring considering you've never met her before. Tell her about your investigation about finding Thaos and everything you know about the Leaden Key.

Quest Updated: The Hermit of Hadret House

Objective: Inform Lady Webb about the Leaden Key's activities

Part 3: A Stony Reception at the Sanitarium

Enter the Sanitarium **(117)**, and look around the main hallway and library areas to the west and southwest. Various guards, nobles, and animancers are located here, but you're here to see Head Warden Ethelmoer. Look for the well-maintained statue presiding over the room in the northeast wall. This living block of carved stone is the warden **(130)**. Speak with him about the member of the Leaden Key, the animancer Moedred, and his current predicament, and chat about the Sanitarium. Afterward, your main quest updates.

Quest Updated: The Man Who Waits

Objective: Question the animancers about suspicious activity

Though you can head down into the lower levels of the Sanitarium right now, it's better to question the animancers on this floor first. Head to the eastern chamber, and gain an audience with Audmer **(131)**. After your questions, he tells you that if anything strange was happening, it would be taking place in the lower level.

Visit the ornate office of the elderly Nans, and ask her similar questions. Aside from some additional history of the place, she tells you she's been too involved in her own research to know about any suspicious activities. Now is the time to head west and down the stairs **(132)**.

Part 4: Sanitarium: Patients Are a Virtue

From the lower-level stairs **(133)**, head down the hallway and through the door to the northeast. Head along the large hallway northeast, pausing at the closed (unlocked) doors on each side. Speak to the following folk as your investigation continues:

Bellasege (134): Enter this room, and speak to this mumbling woman. Aside from some Lore, she admits she isn't the correct person to ask about anyone's behavior. If you are on the "Two-Sided" side quest, then talking to Bellasege and exhausting communication options completes that quest.

Moedred (135): This fellow has little to add to your main investigation, but he does comment on Helig, as part of the "A Voice from the Past" side quest.

Riply (136): Meet the easily startled Riply in her chamber, and you finally receive some quality information; it seems Caedman Azo has been absent from his office, running some secret experiments. It might not be part of your investigation, but it's worth bringing to the Head Warden's attention. Before you leave, pick the lock of the wooden box on the desk in this room and acquire the patient records to add an addendum to the main quest.

Quest Updated: The Man Who Waits

Objective: Talk to Ethelmoer about Azo

Return to the ground level and speak to the stony Head Warden **(130)** again, mentioning Azo's experiments. Ethelmoer grants you access to the patient ward **(137)**.

Quest Updated: The Man Who Waits

Objective: Investigate the patient ward

Descend back down into Sanitarium lower level, and move to the far (northeast) end of the main hallway. The guard **(137)** lets you through the previously sealed door. Just beyond is a large mess hall, with the emphasis on mess; scattered tables and roaming Flesh Constructs abound in this place. Speak with Freyol **(138)**. Quiz her about some unusual patients and Caedman Azo's activities. Her responses are interesting, but don't yield specific results.

Pass by the patients, and take the door to the southeast; the door in the southwest wall leads into Azo's chamber. After some unpleasant conversations, Azo **(139)** hands you the North Ward Key and then stomps off in a storm of petulance.

Head back out of Azo's chamber; turn right (southeast), exiting via the doorway with two torches, and head northeast past the patient cells. Continue until you're at the door **(140)** to the North Ward, just northeast of the mess hall.

Unlock the door, and check the following cells, optionally speaking to the lunatics locked up inside each one. Gram, though deranged, offers his mind to you to inspect; he has a misshapen soul. Peer into it, and feel the madness! If Kana is in your party, he speaks up about the patient's treatment afterward.

Inspect the cell to the northeast, at the far end of the Ward corridor. Inside is Uscgrim **(141)**, a willowy boy. Inspect his soul, interacting with a strange golem and viewing some major revelations. When the realization hits you, speak to the boy, who unfortunately attacks and must be slain.

The boy drops his corporeal form, and his soul leaps into one of the three Flesh Constructs that are lumbering up behind you. Main Quest: The Man Who Waits completes as the Construct lumbers off, leaving two others to fight.

Quest Completed: The Man Who Waits

Sanitarium Battle

The Flesh Constructs throughout the Sanitarium are now hostile, as are most of the patients. First battle your way back out of the North Ward. You battle three Flesh Constructs and six patients. Head back into the main ward and turn northwest, passing a Construct, and into the northwest part of Level 1. There are five Wichts roaming this corridor **(142)**, which ends in a storage room to the north and a library to the west. Now work your way back to the upper level of the Sanitarium.

Speak with Head Warden Ethelmoer again **(130)**, choosing any of the conversation options to explain how the willowy boy escaped in the body of the Construct. Your time at the Sanitarium is at an end. It is time to talk to Lady Webb again.

Hadret House (Second Floor)

Back at Hadret House, and after much chatter, Lady Webb **(129)** insists you should attend the forthcoming animancy hearings at the palace (if she doesn't, exhaust the conversation choices until Lady Webb insists you attend the animancy hearings at the palace). However, for this to occur, you need to be sponsored by one of the three main factions in attendance: the Knights of the Crucible, House Doemenel, or the Dozens.

Part 5: A Fork in the Road of Your Adventure

At this point, the main quests split into one of three options: gaining favor with one of the three main delegation factions. This involves completing some side quests, which are mandatory only if you're intent on favoring a particular faction. See Act II Side Quests & Tasks to accomplish this undertaking, and then rejoin the main quest at the animancy hearing.

- **The Knights of the Crucible:** They have a keep in First Fires. Complete the "Built to Last" and "Winds of Steel" side quests.
- **House Doemenel:** They have a manor in Brackenbury. Complete the "Two Story Job" and "Changing of the Guard" side quests.

- **The Dozens:** They are based out of the expedition hall in Copperlane. Complete the "Rogue Knight" and "Bronze Beneath the Lake" side quests.

THREE FACTIONS, SIX SIDE QUESTS

If you want to complete as many side quests as possible without choosing sides, you can complete each of the three factions' first side quests before siding with any one faction. So that means you can complete "Built to Last," "Two Story Job," and "Rogue Knight." However, you can complete only one of the following side quests: "Winds of Steel," "Changing of the Guard," and "Bronze Beneath the Lake." Choosing one means you are siding with a particular faction.

Part 6: Activities in Brackenbury

Optionally choose the following interactions as you wander around this part of Defiance Bay:

Side Quest: The Theorems of Pandgram

Speak to Nedyn **(116)** on the cobblestone streets near the Sanitarium, and accept her offer to search for some rare manuscripts (see Act II Side Quests & Tasks).

Activities at the Charred Barrel Inn

LOOK BUT DON'T TOUCH

You have plenty of opportunities to make enemies in this town; don't start making them where you need friends. Do not loot the Charred Barrel Inn when those containers are in clear view of an employee or patron. You will make permanent enemies if you do, which can prevent you from starting or finishing side quests related to the inn.

Enter this dinner hall and theater to the southeast **(122)**. Among the Nobles is the barkeep to speak with:

Ableheart Skerrion

Speak with Ableheart Skerrion the barkeep **(143)**, and purchase a room for the night (which offers a permanent buff to each party member until you camp or rest again). This is recommended. There are two rooms available; one boosts Perception by 2 and Survival by 1, and the other adds 4 boost to Intellect.

Buy and sell with Skerrion (his wares are limited to food). Explore the place, optionally purloining items from containers and (sometimes) locked crates and chests or bookcases. Again, avoid picking locks in front of this crowd or the entire place will erupt in violence. Down in the cellar **(144)** is a group of Bandits **(145)** planning something nefarious. Since there are no witnesses, you can take them out, rob them, and loot the containers in the cellar and not worry about angry patrons when you return upstairs. Maerwith **(146)** and three Pirates are in the main hallway. You can speak briefly with her (or attack her).

Activities at Reymont Manor

This imposing structure is to the northeast **(121)** and is brimming with servants and guards. It's best not to aggravate these folk, as it has a knock-on effect to your future actions. Feel free to inspect the place, including chatting to Lord Reymont, if you're undertaking the "A Two Story Job" side quest (see Act II Side Quests & Tasks).

Activities at Doemenel Manor

To the north is another molding and sprawling structure **(120)**. Inside you may speak to the doorman, who isn't particularly interested in conversation and sees you out, unless you attack him or anyone else inside. As before, don't get violent until a little farther into your main quest, unless you want fewer choices in the future.

PICKING FAVORITES

Completing one of these side quests—"Winds of Steel," "Changing of the Guard," or "Bronze Beneath the Lake"—means that you have chosen a faction to represent in the hearings. If you have not, then page over to the Act II Side Quests & Tasks section of the guide for help doing so. If you have completed one of these side quests, then you can continue on with the following main story.

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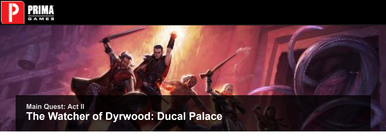


Main Quest: Act II

The Watcher of Dyrwood: Ducal Palace

Part 1: A Good Seat for Seeing the Hearings

Main Quest: The Hermit of Hadret House

Objective: Return to Brackenbury and speak to Lady Webb at Hadret House about attending the hearings

MAIN QUEST OBJECTIVE

This objective begins once you've gained favor with one of the three vying factions of Defiance Bay. You will be attending on behalf of one of the following:

- **Crucible Knights delegation**
- **House Doemenel delegation**
- **The Dozens delegation**

Head to Lady Webb's chamber **(129)** in the northeast part of Hadret House's upper floor. Choose the following topic of conversation: "I want to discuss the arrimancy hearings at the palace." Then choose the topic informing Lady Webb of the delegation you're representing. Follow the conversation, as Lady Webb urges you to try and mobilize all of Dyrwood against the Leaden Key and the rooting out of Thaos.

Main Quest: The Hermit of Hadret House

Objective: Attend the hearings at the Ducal Palace in First Fires

Ducal Palace

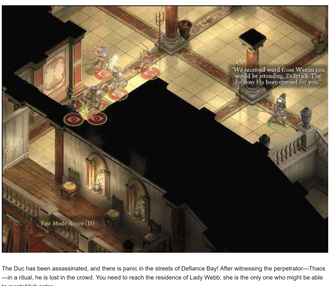
NO TURNING BACK

Beware! Once you enter the balcony and the hearings begin, the whole of Defiance Bay may change forever! Therefore, if you have any outstanding side quests or tasks in the general area of Defiance Bay, or if you wish to purchase goods, items, or weapons, now is the last time this is possible.

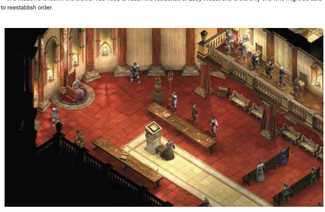
Exit Hadret House, head north out of Brackenbury, and enter First Fires, journeying north to the huge Ducal Palace **(42)**. Take the main entrance flanked by two guards. Head up (northwest) the stairs to the upper hall, where a Justicar mentions that the hearing has already started. Lady Webb has reserved a spot on the balcony overlooking proceedings. Head there **(147)**.

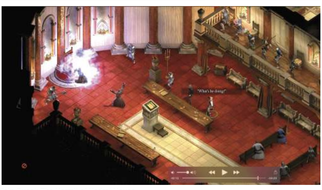
Part 2: Thaos on the Streets

You overlook a lively and heated debate between the various factions. Listen as the debate starts, and make pronouncements when you are called upon to do so. The choices you make should usually reflect the feelings of the faction you are allied with, but you can answer as you wish. The situation ends a little more violently than perhaps you were expecting.



The Duc has been assassinated, and there is panic in the streets of Defiance Bay! After witnessing the perpetrator—Thaos—in a ritual, he is lost in the crowd. You need to reach the residence of Lady Webb; she is the only one who might be able to reestablish order.





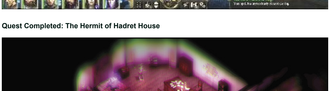
Main Quest: The Hermit of Hadret House

Objective: Return to Brackenbury and tell Lady Webb in Hadret House what has happened

The populace of Defiance Bay is rioting, and First Fires is ablaze! All but one of the exits are barricaded and impassible, so quickly rush to the southeast (by the burning Crucible Keep) and exit **(47)**; then enter Brackenbury. Rush south toward Hadret House **(119)**, into the residence and up the stairs. A feeling of creeping horror may overcome you as you step over the slain bodies of Lady Webb's personnel.

Lady Webb **(129)** lies on her bed, already slain. Her essence is fading fast, so reach out for it. An interloper dashes through her thoughts. Thaos was responsible for this deed, and her sacrifice allows you to learn where he was headed. Make sure her death is not in vain! Act II now concludes.

Quest Completed: The Hermit of Hadret House



Act II: Side Quests
Introduction

Side Quests

Side Quest	Start Location	Quest Giver	Advances Main Quest?
The Master's Tools(see Extras for information)	Endless Paths Od Nua Level 12	Vithrak	No
The Master Below(see Extras for information)	The Stronghold's Great Hall	Steward	No
His Old Self	Copperlane/Goose and Fox Tavern	Kaenra	No
A Voice from the Past	Copperlane	Dalton	No
Rogue Knight	Copperlane/Admeth's Den	Osric	Yes (to unlock The Bronze Beneath the Lake)
The Bronze Beneath the Lake	Copperlane/Expedition Hall	Wenan	Yes
A Two Story Job	Copperlane/Thieves Hideout or House of Doemenel	Thief or Abrecan Doemenel	Yes (to unlock Changing of the Guard)
Changing of the Guard	Brackenbury/Doemenel Manor	Gedmar Doemenel	Yes
The Final Act	Brackenbury	Kurren	No
Built to Last	First Fires/Crucible Keep	Commander Clyver	Yes (to unlock Winds of Steel)
Winds of Steel	First Fires/Crucible Keep	Commander Clyver	Yes
Cinders of Faith	First Fires/Ducal Palace	Fyrga	No
A Farmer's Plight	Dyrford Village	Rumbald	No
Blood Legacy	Dyrford Village/Dracogen Inn	Lord Harond	No
The Theorems of Pandgram	Brakenbury	Nedyn	No
Far from Home	Ondra's Gift/Salty Mast	Serel	No
Supply and Demand	Ondra's Gift/Salty Mast	Maea	No
At All Costs	Ondra's Gift/Vailian Trading Company	Mestre Verzano	No
The Wailing Banshee	Ondra's Gift/Lighthouse Exterior	Niah	No

THE ENDLESS PATHS OF OD NUA

The Endless Paths' quests and task can be unlocked in Act II, but for any information or help with the Endless Paths, please refer to your Extras section of this guide.

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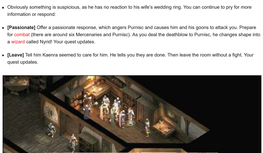
Part 1: Consoling Kaenra in the Goose and Fox Inn

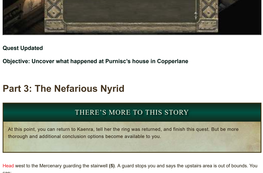
Copperlane

Enter the Goose and Fox Inn (**1**). Inside, a woman (**2**) sits at a round table beside the door and a fireplace. Her glossy hair is hiding her bruised face. Converse with her, and she tells you of her fiancé, Purnisc, who's been acting strangely and more violently recently. She can't go home, as his "new friends" are there. She thinks he's become addicted to *Snelf* and tells you to deliver her ring to Purnisc. She won't need it anymore. She wants you to find out why he's been acting in this manner. She hands you Kaenra's Ring.



New Quest: His Old Self

Objective: Give Kaenra's ring to Purnisc



Part 2: Peddling Svefin Purnisc's House

Travel northwest across the edge of the marketplace, and enter Purnisc's house (**3**). There are several slumped addicts lying about the place, which is also heavily guarded by mercenaries. Head into the first room on the right to speak with Purnisc (**4**) about his business, and optionally purchase Snelf. Give him Kaenra's Ring. He responds with indifference. You can reply:

- "You don't recognize the wedding band you gave Kaenra?"
- **[Charm—Minor]** "No wonder Kaenra's left you."
- **[Stoic—Minor]** (Remain silent.)

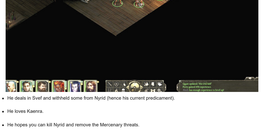
Obviously something is suspicious, as he has no reaction to his wife's wedding ring. You can continue to pry for more information or respond:

- **[Passionate]** Offer a passionate response, which angers Purnisc and causes him and his goons to attack you. Prepare for combat (there are around six Mercenaries and Purnisc). As you deal the deathblow to Purnisc, he changes shape into a wizard called Nyrid! Your quest updates.
- **[Leave]** Tell him Kaenra seemed to care for him. He tells you they are done. Then leave the room without a fight. Your quest updates.

Quest Updated

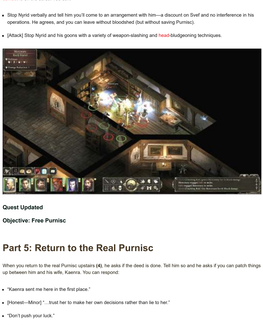
Objective: Uncover what happened at Purnisc's house in Copperlane

Part 3: The Nefarious Nyrid


THERE'S MORE TO THIS STORY
At this point, you can return to Kaenra, tell her the ring was returned, and finish this quest. But be more thorough and additional conclusion options become available to you.

Head west to the Mercenary guarding the stairwell (**5**). A guard stops you and says the upstairs area is out of bounds. You can:

- Ignore him, stop the conversation, and try to reach the stairs, which usually turns all the Mercenaries hostile.
- **[Give 100cp]** Offer the Mercenary a bribe, which he takes gladly. You may proceed.
- **[Resolve 14]** Mention you'd do something unpleasant to him with his sword. You may proceed.



On the upper floor, beware of four Mercenaries (**6**) in the main bedroom; they usually aren't happy to see visitors and will attack. After slaying them, loot the corpses for a Rusty Bronze Key, and use it to open the door to the southeast (**7**). This leads to a sealed room where a man who looks identical to Purnisc (**8**) is slumped in a pool of blood. He's expecting another brutal beating. You can see conversation choices to ascertain Purnisc's past decisions.

- He deals in Svef and withheld some from Nyrid (hence his current predicament).
- He loves Kaenra.
- He hopes you can kill Nyrid and remove the Mercenary threats.

Your actions depend on what you think of Purnisc and Kaenra. For now, head back downstairs.

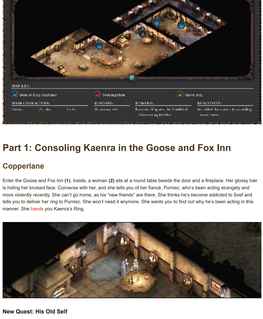
Quest Updated

Objective: Confront Nyrid

Part 4: Good Nyriddance

Back down where "Purnisc" is dealing his Svef, chat to the man (**4**) again, now that you know he's a wizard concealed as Purnisc. You can mention the bound man that you freed, and Nyrid changes to his true form. At this point, it looks like combat is on the cards. You can:

- Stop Nyrid verbally and tell him you'll come to an arrangement with him—a discount on Svef and no interference in his operations. He agrees, and you can leave without bloodshed (but without saving Purnisc).
- [Attack] Stop Nyrid and his goons with a variety of weapon-slashing and head-bludgeoning techniques.



Quest Updated

Objective: Free Purnisc

Part 5: Return to the Real Purnisc

When you return to the real Purnisc upstairs (**4**), he asks if the deed is done. Tell him so and he asks if you can patch things up between him and his wife, Kaenra. You can respond:

- "Kaenra sent me here in the first place."
- [Honest—Minor] "...trust her to make her own decisions rather than lie to her."
- "Don't push your luck."
- [Leave] "We'll see."

If you don't leave and choose another selection, he asks you to bring her home. You can:

- Agree to talk to her.
- [Deceptive—Minor] [Lie] "Sure. I'll go do that."

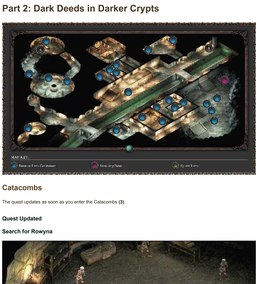
Part 6: Conclusion:Happily Ever After?

Return to the Goose and Fox Inn (**1**)and speak with Kaenra (**2**) to conclude this quest, depending on your previous actions. You can:

- After killing "Purnisc" (Nyrid), or speaking to him without investigating further, your only option is to tell Kaenra the ring was returned, and she leaves the bay. If you have the stronghold with the dungeon upgrade, you can take Nyrid prisoner instead of killing him.
  - **Reward:** Amulet of Unwavering Resolve
  - **Reactivity:** Nothing
- After speaking to "Purnisc" (Nyrid) and finding out about the real Purnisc but siding with Nyrid, you must kill the real Purnisc and tell Kaenra what happened. She leaves the bay.
  - **Reward:** Amulet of Unwavering Resolve
  - **Reactivity [Discord]:** You now receive a discount from Nyrid when buying from him.
- After speaking to "Purnisc" (Nyrid) and finding and rescuing the real Purnisc, you can tell Kaenra what happened. When she tells you she can't face him again, respond with Benevolent or Passionate responses, convincing her to stay with him. She agrees.
  - **Reward:** Amulet of Unwavering Resolve
  - **Reactivity [Discord]:** You now receive a discount from Purnisc at his house when buying from him.
- After speaking to "Purnisc" (Nyrid) and finding and rescuing the real Purnisc, you can tell Kaenra what happened. When she tells you she can't face him again, respond that you're sorry it turned out like this. She leaves the bay.
  - **Reward:** Amulet of Unwavering Resolve

Part 1: Dreaming of Rowyna

Copperlane



On the western side of Copperlane, close to the bridge over to the Amphitheater, stands an old man named Dalton (**1**). He seems rather mad (talking to himself and pacing about) until you ask who he's talking to, and he explains he's hearing the voice of his dead lover (who died almost six decades ago). Ask about these memories, and agree to search the catacombs (**2**) for signs of Rowyna.

New Quest: A Voice from the Past

Objective: Enter the Catacombs

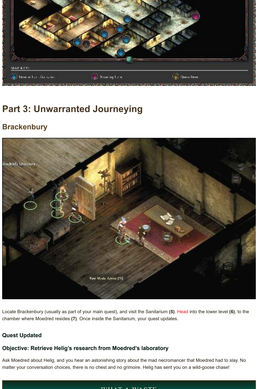
Part 2: Dark Deeds in Darker Crypts

Catacombs

The quest updates as soon as you enter the Catacombs (**3**).

Quest Updated

Search for Rowyna

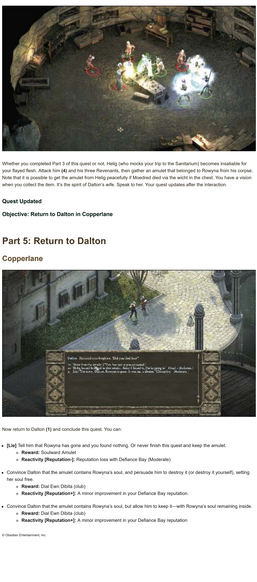


Head southwest along the canal bank and around three Black Oozes until you reach the exit stairs down. Don't take them, but work your way up through the circular crypt with seven skeletal foes to face. Go north up either side corridor and into Helig of Thein's chamber (**4**). Ask this rotting necromancer about Rowyna, and choose the following plan:

- Listen to Helig's request; in return for telling you where Rowyna is, you must complete his favor and find an arcmancer named Moedred and claim Helig's grimoire from him. You're handed a key to open the chest Moedred keeps it in. The quest updates to Part 3.
- [Attack] Make your answers aggressive, and finally attack Helig (and his two minions). The quest updates to Part 4.

Quest Updated

Objective: Travel to Brackenbury Sanitarium



Part 3: Unwarranted Journeying

Brackenbury

Locate Brackenbury (usually as part of your main quest), and visit the Sanitarium (**5**). Head into the lower level (**6**), to the chamber where Moedred resides (**7**). Once inside the Sanitarium, your quest updates.

Quest Updated

Objective: Retrieve Helig's research from Moodred's laboratory

Ask Moedred about Helig, and you hear an astonishing story about the mad necromancer that Moedred had to slay. No matter your conversation choices, there is no chest and no grimoire. Helig has sent you on a wild-goose chase!

WHAT A WASTE

As you may have figured out, Helig wanted you to waste your time traipsing all over to find Moedred, and then slay him in revenge for Helig's own death. Now this necromancer needs to face your blade!

Quest Updated

Objective: Kill Helig of Thein

Part 4: Carrying a Soul to Safety

Catacombs

Whether you completed Part 3 of this quest or not, Helig (who mocks your trip to the Sanitarium) becomes insatiable for your flayed flesh. Attack him (**4**) and his three Revenants, then gather an amulet that belonged to Rowyna from his corpse. Note that it is possible to get the amulet from Helig peacefully if Moedred died via the wight in the chest. You have a vision when you collect the item. It's the spirit of Dalton's wife. Speak to her. Your quest updates after the interaction.

Quest Updated

Objective: Return to Dalton in Copperlane

Part 5: Return to Dalton

Copperlane

Now return to Dalton (**1**) and conclude this quest. You can:

- **[Lie]** Tell him that Rowyna has gone and you found nothing. Or never finish this quest and keep the amulet.
  - **Reward:** Soulward Amulet
  - **Reactivity [Reputation-]:** Reputation loss with Defiance Bay (Moderate)
- Convince Dalton that the amulet contains Rowyna's soul, and persuade him to destroy it (or destroy it yourself), setting her soul free.
  - **Reward:** Dial Ewn Dibda (club)
  - **Reactivity [Reputation+]:** A minor improvement in your Defiance Bay reputation.
- Convince Dalton that the amulet contains Rowyna's soul, but allow him to keep it—with Rowyna's soul remaining inside.
  - **Reward:** Dial Ewn Dibda (club)
  - **Reactivity [Reputation+]:** A minor improvement in your Defiance Bay reputation

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Rogue Knight

Part 1: Finding a Family Heirloom

Copperlane

GAINING FAVOR: THE DOZENS

This is the first of two side quests that will help you gain the Dozens' trust. Completing this side quest unlocks "The Bronze Beneath the Lake," which when completed seals your allegiance with the Dozens. However, you can complete "Rogue Knight" without committing to this faction. The other two factions to choose from are Crucible Knights or House Doemenel.

You may already have stumbled upon this side quest while investigating the various abodes of Copperlane. But to begin "Rogue Knight," enter Copperlane and work your way to the northeastern corner, just beyond the marketplace, then enter Expedition Hall **(1)**. After a short standoff with another set of adventurers, proceed northeast up the great hallway, to the training pit at the rear of the chamber. Find Osric **(2)** and tell him you're looking for work. He has a quest that requires a degree of competence. Agree to retrieve his family's breastplate heirloom from a knight named Penhelm.

New Quest: Rogue Knight

Objective: Find the heirloom breastplate

Part 2: Investigating a Subversive Soul

First Fires

The search for the breastplate takes you away from Copperlane and into First Fires. Travel to the southeastern corner and enter Crucible Keep **(3)**.

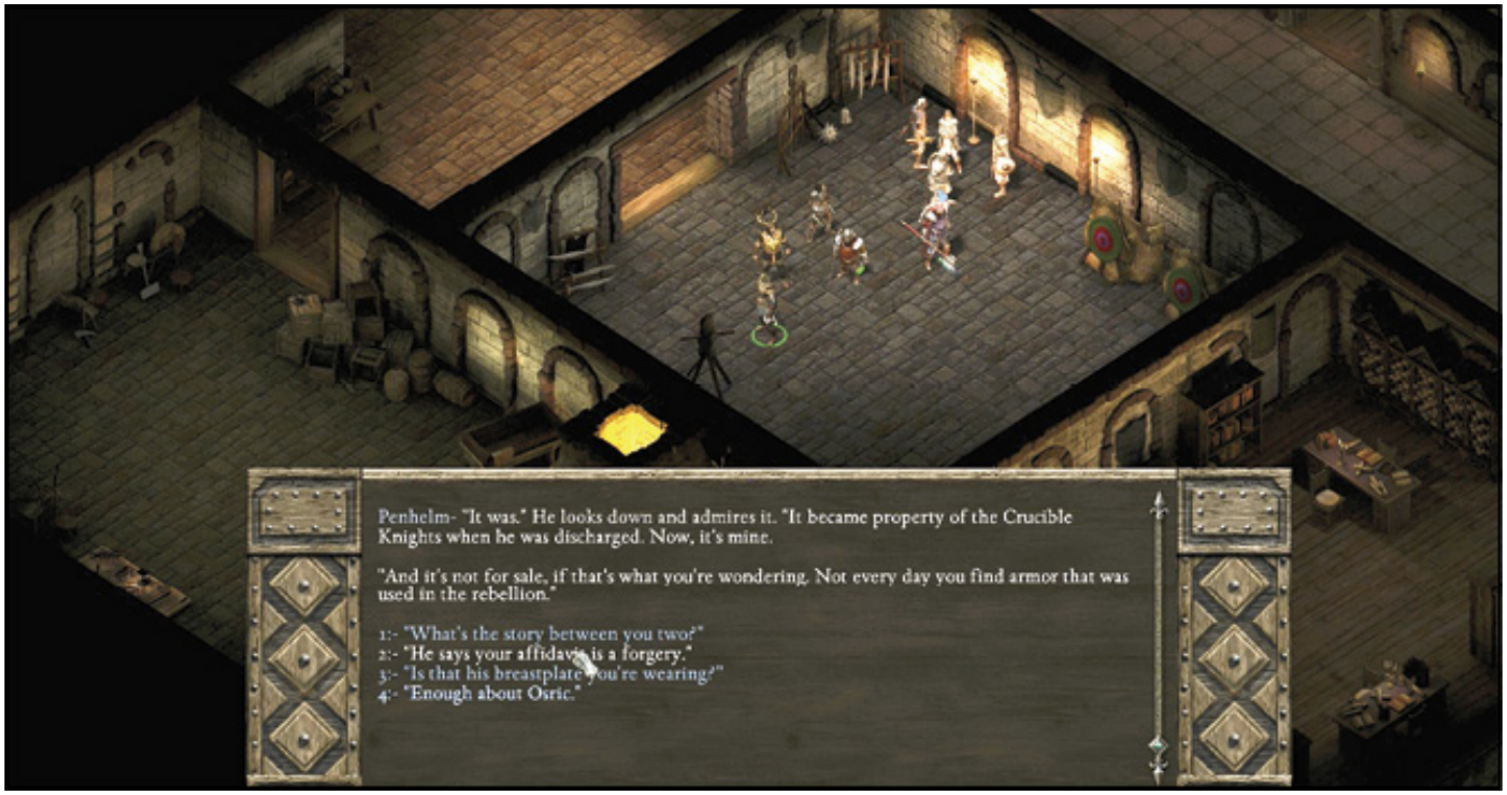
Quest Updated

Objective: Find Penhelm's affidavit at Crucible Keep

After a brief chat with the entrance guard **(4)**, open the unlocked door ahead of you and enter the archives chamber **(5)**. Several scrolls are on the far wall behind the desk. You can grab one of them; this is Penhelm's Affidavit.

SCROLL TO THE TOP

This scroll "proves" that Penhelm has a soul free from any subversive influences or tainted essence. However, Osric thinks it's a forgery. Perhaps the cipher that certified this might have more information?



Penhelm **(6)** is in this Keep, in the room next to the archives. He isn't initially interested in speaking about Osric. However, having the affidavit gives you more to talk about than just the breastplate, which he considers his own now. Ask him about the affidavit and he claims it's a forgery. You must have Kurren prove it is not.

Quest Updated

Objective: Bring Penhelm's affidavit to Kurren

Part 3: A Preening Peacock of a Man

Brackenbury

Backtrack to Brackenbury and head southwest into the Hadret House **(7)**, where you spoke to Lady Webb. Walk through the main doorway (northeast) and locate Kurren **(8)** by one of the large tables. Show him Penhelm's affidavit. He admits it's a forgery, but he's far too busy to do anything about it and suggests you speak with Commander Clyver.

Quest Updated

Objective: Show the affidavit to Commander Clyver

Part 4: Knight Fight

Exit Hadret House to begin your journey to find Commander Clyver. However, as soon as you exit the Hadret House, Penhelm **(8)** stops you on the street; he's now aware of your plan to reveal his forgery. At this point, you can:

- Give Penhelm the affidavit.
- Or (all other options lead to violence) end this shakedown aggressively. Slay Penhelm and his mercenary brethren posthaste.

Quest Updated

Objective: Retrieve the breastplate from Penhelm's corpse.

Gather the breastplate from the fallen Penhelm. Then head directly to Osric in Copperlane Expedition Hall.

Quest Updated

Objective: Return to Osric with the breastplate

Part 5: Conclusion: Winning Favor with the Dozens

Copperlane

Back in Expedition Hall **(1)**, return to Osric **(2)** and ask him if the armor you gathered from Penhelm is what he wanted. Osric is astonished that you returned with his armor and asks how you acquired it. You can:

- Tell him you brought the breastplate after disgracing Penhelm (if this occurred).
  - **Reward:** 2,000 cp
  - **Reactivity [Reputation+]:** A minor positive Reputation with the Dozens

- Tell him you had to kill a few people for it. This freaks Osric out considerably, and he wants nothing to do with either the armor or you and your band of murderers. However, you're still technically able to begin the next favor quest with Wenan.
  - **Reward:** Osric's Family Breastplate
  - **Reactivity [Reputation-]:** A minor negative Reputation with the Dozens

- **[Lie]** Be deceptive and tell Osric that Penhelm let you have the armor. Osric offers both a reward of monies and the breastplate, and this is technically the best conclusion if you're fine with deceiving the faction you're trying to win over!
  - **Reward:** Osric's Family Breastplate, 2,000 cp
  - **Reactivity [Reputation+]:** A minor positive Reputation with the Dozens.

THE BRONZE BENEATH THE LAKE UNLOCKED

When this quest concludes, the "Bronze Beneath the Lake" side quest becomes available.

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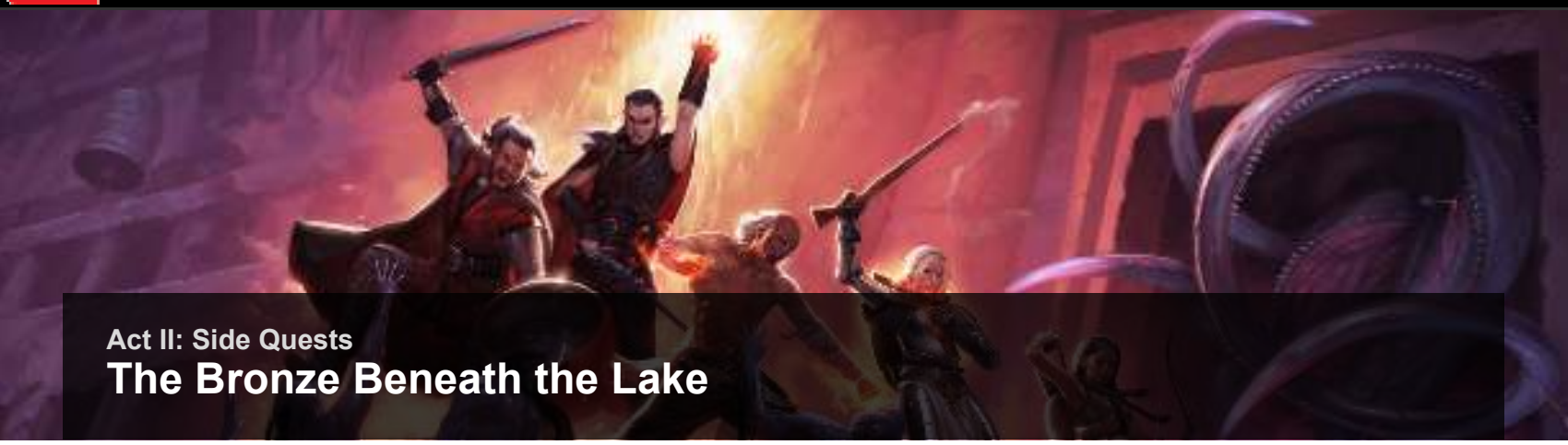


Act II: Side Quests

The Bronze Beneath the Lake

Part 1: The Search for Lle a Rhemen

Copperlane

Enter Expedition Hall **(1)** in Copperlane. Now that you've won favor with Osric, you can meet up with Wenan **(2)** at the map table within Admeth's Den and ask about an invitation to the animancy hearings. He has a favor to ask, one that won't endear you to the Crucible Knights or the Doemenels. Agree to it, and you're told of a place called Lle a Rhemen, which is supposed to hold some of the greatest Engwithan weapons ever forged. Wenan's brethren—a band of adventurers called the Giantslayers—were sent to find the weapons, but they're better fighters than treasure hunters. Meet them in Woodend Plains.

New Quest:The Bronze Beneath the Lake

Objective: Meet with the Giantslayers at Woodend Plains

Woodend Plains

Transition to Woodend Plains and head to the elevated hill in the southeast section, where the Giantslayers **(3)** have made camp. Approach and speak to their leader Byne, who has scouted the area near a ruin within Stormwall Gorge, but hasn't managed to enter the flooded structure. You can:

- Avoid combat with Byne and the Giantslayers, and retrieve the **Engraved Adra Disc** through conversation.
- **[Attack]** Slay the Giantslayers and loot the Engraved Adra Disc from Byne after force.

Part 2: Down the Drain

Stormwall Gorge

Quest Updated

Objective: Enter the ruins via Stormwall Gorge

Head east from Woodend Plains and enter Stormwall Gorge. You may have already explored this area on your way to Defiance Bay. As you explore, you run into a patrol of Crucible Knights. Expect to face them in combat before or after you reach the ruins.

Head south to the circular ruins in the western part of the Gorge, which is guarded by three Pwˆ gra (unless you dispatched them on your previous visit). The ancient ruins they guard are of significant interest to you, but the barrow entrance is flooded. Head to the strange circular carved stone **(4)** on the outer stonework, and examine the circular indentation. Next, insert the Adra Disc retrieved from the Giantslayers into this indentation, and the water drains away from the pool. If it is not right, you can use the Wait option in the Scripted Interaction to pass the time.You're now free to descend into this newly discovered Engwithan temple through the stairwell in the drained pool area **(5)**.

Part 3: Lhe a Rhemen: Voices in Your Head

Lhe a Rhemen

MAKE A SPECIAL WEAPON

The Lle a Rhemen ruins used to be a temple dedicated to soul binding. Currently, the ruins are occupied by several ghosts, spiders, and a Vithrack attempting to harness the bound souls for his own purposes. Your plan here is to find this Vithrack and take the Engwithan items he guards. There is a secondary objective, too. Follow the advice of the circular stone heads and bind a small piece of your own soul into a customized weapon. You need Vithrack's "soul vessel" (Adra) and the other weapon in his chest, the Cladhaliath.

Quest Updated

Objective: Find the weapons of Lle a Rhemen

Entry Room to Hallway

There's an entrance to the northeast at the bottom of the spiral stairs **(6)**. Above this entrance, a stone head tells you to turn "twice to the left" to "prepare your soul for reckoning." This isn't your overriding objective, so ignore this head, pass under the entrance, and defeat the Widowmaker; then head north into a curved hallway. Approach and slay three Crystal Eater Spiderlings **(7)** as you continue north.

Chamber of Transference

Follow the hallway as it curves to the right (east). Head through the arched entrance on your right (southeast), into a large chamber **(8)** filled with Crystal Eater Spiderlings, Ivory Spinners, a Crystal Eater, and a Widowmaker. Remove these threats, ignoring the worrisome voices in your head. Then inspect the large tunnel along the southeast wall of this chamber.

You can:

- Break through the webbing, choosing the member of your party with the appropriate Might **[Might 16+].**
- Crawl under the webbing.

When breaking the webs, you disturb a few more Widowmaker Spiderlings, which must be slain before inspecting the tunnel again. Enter the cleared tunnel.

Webbed Hallway to Artifact Hall

You emerge in the map's southeast corner **(9)** and face down three more Crystal Eater Spiderlings and a Widowmaker. Defeat them and advance west to the otherwise-inaccessible Artifact Hall **(10)**.

Ten spiders are milling about here, seemingly under the control of a robed, gangling creature, whose voice projects directly into your mind. This is Nridek the Vithrack. He seems fearful of you. You can:

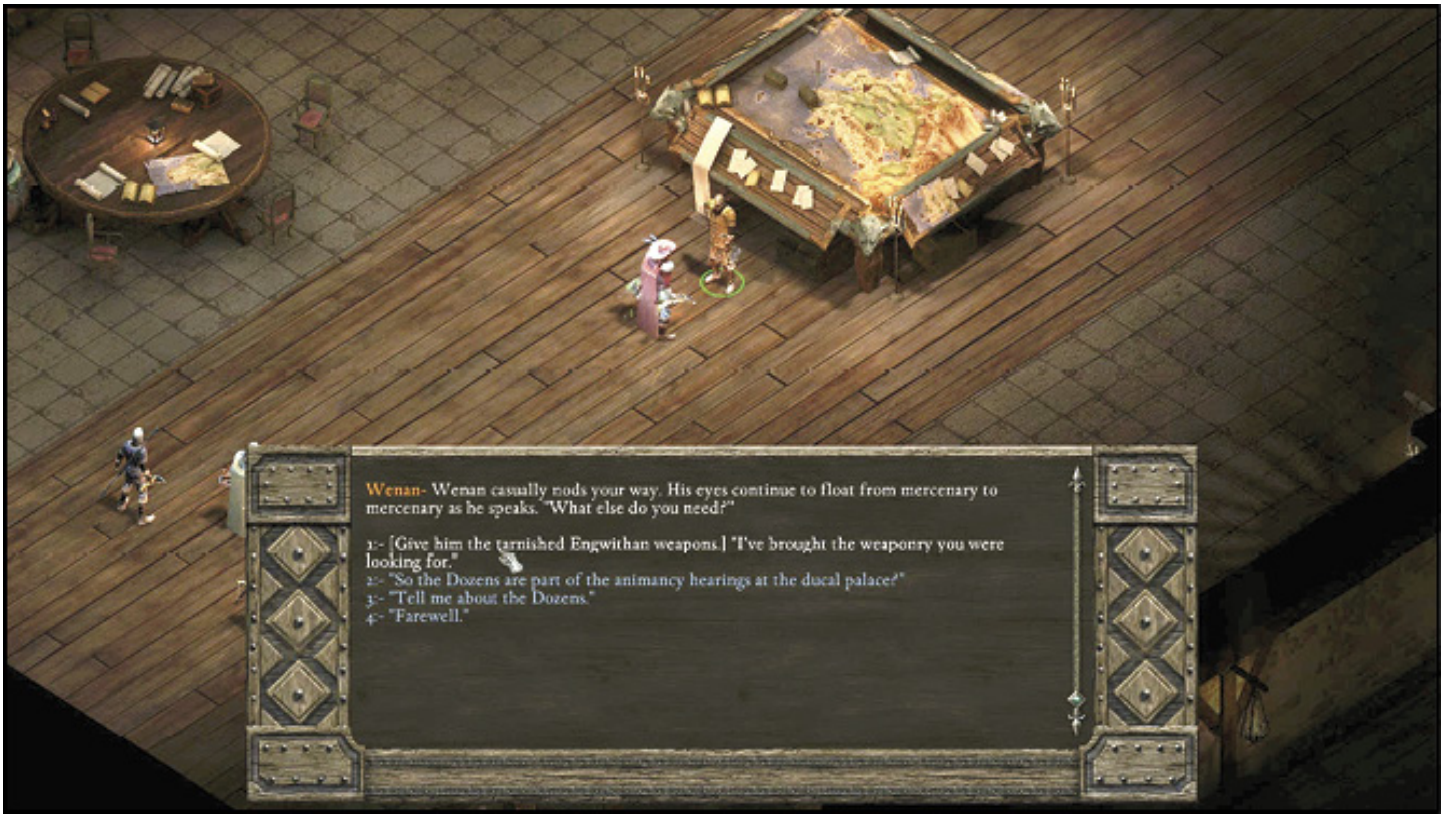
- Ask what he plans to do with the stone he's carrying, and then tell him to leave without resorting to combat. He obliges, taking all the Engwithan weapons with him, and you fail this quest!
- Tell him, "Go, and may there be peace between our kinds" [Benevolent—Minor]. He leaves and the weapons remain and there is no fighting.
- **[Attack]** Resort to violence and slay Nridek and all his spiders [Aggressive—Minor].

When your confrontation with Nridek is over, inspect the weapon rack he was guarding. Gather the Ancient Engwithan Weapons you came for and the Cladhaliath. If you defeat Nridek, you can take his brain and, more importantly, the Soul Vessel (Adra) from his corpse. Use the Adra and the Cladhaliath to make a special weapon, the Cloudsplitter. The quest updates. If you would like more information on making a special weapon, skip to the end of this quest.

Quest Updated

Objective: Bring the weapons to Wenan at the Expedition Hall in Copperlane.

Part 4: Conclusion: Tarnished Relics

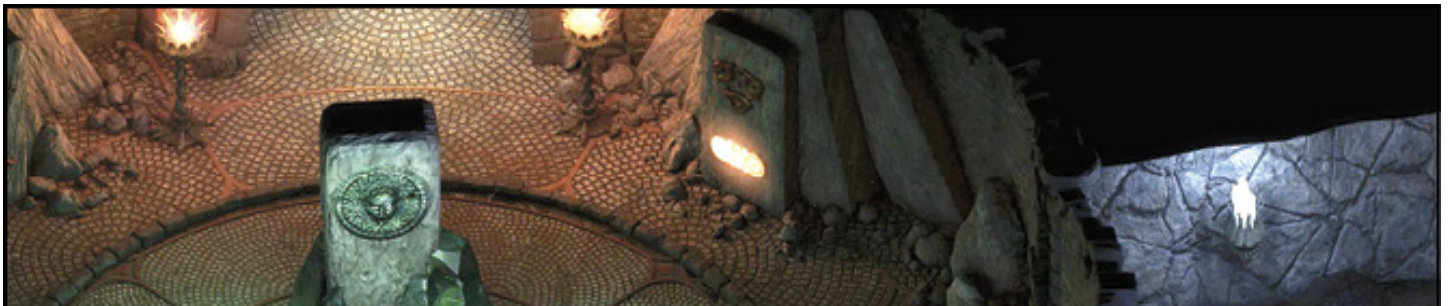


Exit Lle a Rhemen, transition from Stormwall Gorge back to Copperlane, and head into Admeth's Den **(1)** to confer with Wenan **(2)**. Hand over the weaponry he was looking for, and when asked how to "make them so special," answer, "The Engwithans used to fill them with fragments of their own essence." Assuming you're allying with the Dozens, choose positive conversation choices when speaking with Wenan, and his additional talking points.

Reward: An invitation to the meeting at the Ducal Palace (which allows you to return to Lady Webb)

Reward: Cloudsplitter

Bonus Adjective: Making Cloudsplitter



You must defeat Nridek and take the Soul Vessel from his corpse. You can also obtain his brain from his corpse. Since Wenan is looking only for the Ancient Engwithan Weapons, the Cladhaliath you found in the same chest is yours to keep. Take this into the first forging chamber **(11)** and interact with the stone head on the pillar. Answer its question and then move to the second stone head, located on the doorway arch to the next room **(12)**. Interact with it and answer its question. Now you have two symbols that represent your personality. The matching symbols in the Transference Chamber light up when you walk over them.

To make the spear, your character must have the soul vessel in hand with two companions on the corresponding symbols they chose in the other rooms. The symbol should light up beneath each companion when they step on the pressure plate **(13)** & **(14)**. Once both are activated, walk up to the top of the stairs in the Transference Chamber **(8)** and a cutscene triggers. A dialogue occurs and the soul vessel becomes an “infused soul vessel” once you’ve performed the ritual. When the ritual is complete, another cutscene plays and a glowing orb appears over a little podium at the bottom of the stairs. Interacting with this podium brings up the enchanting window. Place the spear and the vessel into the crafting pane **(15)** and hit enchant to give the spear its special properties.

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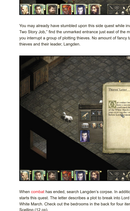
GAINING FAVOR: HOUSE DOEMENEL

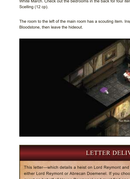
This is the first of two side quests that will help you gain the trust from House Doemenel. Completing this side quest unlocks "The Changing of the Guard." When completed, that seals your elegiance with House Doemenel. You can, however, complete "A Two Story Job" without committing to this faction. The other two factions to choose from are the Dozens or the Crucible Knights.

Part 1: A Heist from House Doemenel

Copperlane

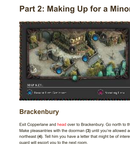


You may already have stumbled upon this side quest while investigating the various alcoves of Copperlane. But to begin "A Two Story Job," find the smashed entrance just east of the marketplace area, and enter the Thieves' Hideout (1), where you interrupt a group of plotting thieves. No amount of fancy talk gets you out of a fight with these thugs. Slaughter the four thieves and their leader, Langden.



When combat has ended, search Langden's corpse. In addition to the usual loot, you can obtain a Thieves' Letter, which is Quest Item #1. The letter describes a plot to break into Lord Raymond's manor and steal something called the Heart of the White March. Check out the bedrooms in the back for four item containers, one of which is trapped, but contains Golden Scallop (12 qp).

The room to the left of the main room has a scouting item. Inspect the loose flagstone in the floor to find the hidden Bloodstone, then leave the hideout.



LETTER DELIVERY OPTIONS

This letter—which details a fetial on Lord Raymond and ordered by Abrecan Doemenel—can be delivered to either Lord Raymond or Abrecan Doemenel. If you choose the former, you won't be able to complete this side quest on behalf of House Doemenel and must find one of the two other factions to befriend in order to continue the main quest.

New Side Quest: A Two Story Job

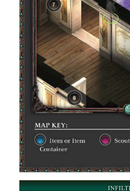
Objective: Tell somebody about the plot

Part 2: Making Up for a Minor Mistake

Brackenbury

Exit Copperlane and head over to Brackenbury. Go north to the imposing Doemenel Manor (2). In the upper center of town. Make pleasantries with the doorman (3) until you're allowed an audience with Abrecan Doemenel in the chamber to the northeast (4). Tell him you have a letter that might be of interest to someone there. That should get you past security. The guard will escort you to the next room.

Hand Abrecan the letter and explain that you defeated the thieves who were carrying it. Don't choose violent threats, but instead wait as he throws a tantrum, and agree to finish the job he ordered his thugs to carry out. You can pry out a few more nuggets of lore and general information if you wish.



ANOTHER WAY TO START

If you didn't visit the Thieves' Hideout first, you can still begin this quest by visiting Doemenel Manor and asking Abrecan if he has any jobs for it like you to complete.

Quest Updated: A Two Story Job

Objective: Steal the Heart of White March

Part 3: Getting the Gem

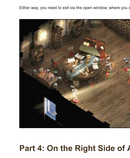
Brackenbury

INFILTRATION

You can investigate Raymond Manor by wandering in through the front door, but in order to get upstairs without drawing attention to yourself, a spot of clandestine thievery is called for.

ALTERNATE COMPLETION OPTION WITH CONSEQUENCES

You can also simply storm into Raymond Manor, approach Lord Raymond, and tell him about the plot to steal his jewel. This quest concludes with a different set of rewards, and you won't be able to gain favor with House Doemenel (and must choose a different faction with which to gain favor).



Head back into Brackenbury, turn right (northeast) up the stairs, and north to the left side (5) of Reymond Manor, which is adjacent to the Doemenel residence. Look up at the side of the house and find the open window. You can:

- **[Grappling Hook]** Swing this device up and into the open window, and climb up the rope without incident.
- **[Climb the Vines]** Ascend via the vines that are growing toward the window.

Immediately use stealth and scout past the two patrolling guards. Studying the patrol patterns of each should allow one of you to break away from the party, open the door in front of you (6), turn left (northwest), and locate the wall-mounted candlestick (7), which opens a secret door to the right (northeast) of it. Enter the secret room and quickly check the trapped chest (deactivate the trap if you can) (7). Unlock the chest (1 Mechanics + 2 Lockpicks or 2 Mechanics) and gather the loot, including the Heart of White March.

Quest Updated

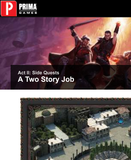
Objective: Give the Heart of White March to Abrecan

Now you can:

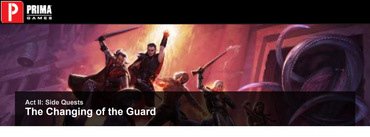
- Retreat the way you came in, minimizing the need for violence against the House Reymont guards.
- Or begin combat against either of the guards upstairs, but don't head downstairs, as the whole manor is alerted if this occurs.

Either way, you need to exit via the open window, where you entered previously.

Part 4: On the Right Side of Abrecan

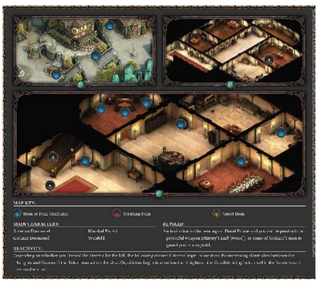


Swiftly return to Doemenel Manor, and meet up with Abrecan (4) in his chamber again. Give him the jewel, and he remarks on your stealth, or lack thereof, in obtaining this fabled item. You're now free to visit the upstairs chambers of the Doemenel patriarch Gedmar. He's looking for someone with your skill. You receive a small reward, depending on your actions, and this quest now concludes.



Act II: Side Quests

The Changing of the Guard


MAP KEY:
Blade of Fire: Crucible
Meeting Area
Quest Item
MAIN LOCATIONS
A Two-Story Job
Crucible Keep
Wenfield
ALTERNATE
To learn more about the new quest, Blood Price, and how to respond to a powerful weapon offered by Lord Dreadmore, or some of Gedmar's men in your home, see p.444.
SECURITY:
Depending on whether you "storm the front door" or "sneak in the back way" to attack the Duke during the Blood Price quest, the security in the Crucible Keep will be different. For details on how to handle the Crucible Keep's defenses, see p.445.

FIRST THINGS FIRST

This side quest is available only after completing "A Two Story Job," which should be done only if you plan on joining forces with House Doemenel. After completing this quest, you will be representing them in the hearings. If you have not completed "A Two Story Job," then gaining entry into Gedmar's chamber without a battle is impossible.

Part 1: Going to the Chapel

Brackenbury

Back in Brackenbury, enter House Doemenel (**1**). Climb the stairs (**2**) inside, head past the guards, and into the grand, carpeted corridor. Take a right into a waiting chamber and into the large entrance to Gedmar's room (**3**). Speak to the patriarch. He has an invitation for you, but only after you complete one last task for this family—the assassination of a Crucible Knight! You're handed a Dozens Token to place on the altar where the murder should take place, so the Dozens are blamed for this. There's no turning back now!

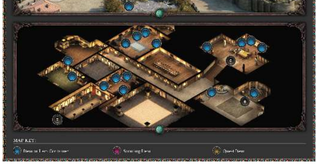
Lyrissa Doemenel: "I believe we can work out an arrangement. However, you must understand that such an arrangement will no doubt put you in opposition to the Knights of the Crucible and, to a lesser degree, the Dozens."
At Stake is your reputation.
1 - "I don't care. Attack! [Positive: House Doemenel - Very Minor]
2 - "I don't know. Offer a bit further, so Abrecan can tell me." [Clever - Minor] [Negative: House Doemenel - Very Minor]
3 - "I'll do it, but I'll need your help, Lyrissa!" [Persuasive - Minor]
4 - "That depends on what the request of the city lord." [Diplomatic - Minor] [Negative: House Doemenel - Very Minor]
5 - "I've decided not to work for House Doemenel."

New Quest: The Changing of the Guard

Objective: Assassinate Eldrid Wenfeld in the Crucible Keep in First Fires

As you reach the first floor, Abrecan (**4**) approaches you. He requests you not blame the Dozens for the attack, despite the fact that these are his father's wishes. This becomes an addendum to the quest.

Part 2: Going to Get Murdered



First Fires

LEAVE IT TO CLYVER

Before your Wenfeld assassination plans can work, you must first talk to Commander Clyver. If you have not done so yet in other quests, do so now to continue this side quest.

YOUR TARGET: ELDRID

As you may have discovered by now, "Eldrid" is not the name of a Wenfeld family member, but is an old word that means 'old counsel.' This means your target is someone who is in power in the Wenfeld family. Marshal Wenfeld is a viable target.

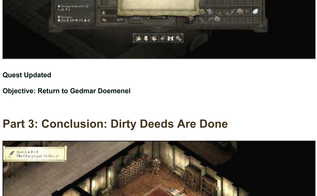
Travel to First Fires and enter the Crucible Keep (**5**) in the area's southeast corner. Once you're inside, head to the war room (**6**) in the back northeast corner. Talk to Commander Clyver. Eventually, he explains they are shorthanded. When the option arises to help him, agree to do so. This unlocks the "Built to Last" side quest. To get Marshal Wenfeld (who is standing beside him now) to walk about the keep, you must leave the keep and return (**7**).

"Hertlevaber Castle. The High Justice has summoned almost half of my associates and most of my justicars to a keep on the other side of New Riverton." Fortresses flicker behind his eyes. "It's not for me to question the High Justice's orders, but it's left us short-handed. And truth-tee, we're just a couple spells away from anarchy.
1 - "Is there any way I can help? I know how to handle myself." [Benevolent - Minor] [Positive: Knights of the Crucible - Very Minor]
2 - "Walk us now, newcomers, can't you just recruit some soldiers?" [Rational - Minor]
3 - "Quit being dramatic. You chose this career." [Cruel - Minor] [Negative: Knights of the Crucible - Very Minor]
4 - "No, I'm leaving. Clyver keep a bunch of desperate, bestatlow, half-starved civilians in line!" [Clever - Minor] [Negative: Knights of the Crucible - Very Minor]
5 - "I feel unfortunate." [None - Minor]

Enter the chapel (**8**) to the right of the war room. Marshal Wenfeld stands near the altar. Now is your time to pounce! As he's not currently hostile, initiate the fight using the Sword icon. Bring him down in this chamber, or face an all-out massacre and fraught battle with all of the keep's knights! Assuming you slay this single foe, your quest updates.

You can:

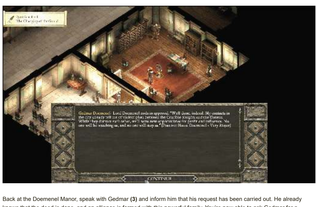
- Leave immediately and return to Doemenel Manor.
- Place a Dozens Token on the altar so the Dozens are blamed, and return to Doemenel Manor.



Quest Updated

Objective: Return to Gedmar Doemenel

Part 3: Conclusion: Dirty Deeds Are Done


Gedmar Doemenel: Lyrissa Doemenel and an unknown woman. "We'll soon, indeed. My commander of the guard, Lyrissa Doemenel, and I have been discussing the matter of the Crucible Keep. What's that you say? Oh, yes, well I suppose we can discuss the matter of your reward. So, you will be standing, as and of course will stand as Prince Gedmar Doemenel." [Very Minor]

Back at the Doemenel Manor, speak with Gedmar (**3**) and inform him that his request has been carried out. He already knows that the deed is done, and an alliance is formed with this powerful family. You're now able to ask Gedmar for a reward. Ask for coin or a powerful weapon. You also get one of his men to guard your stronghold.

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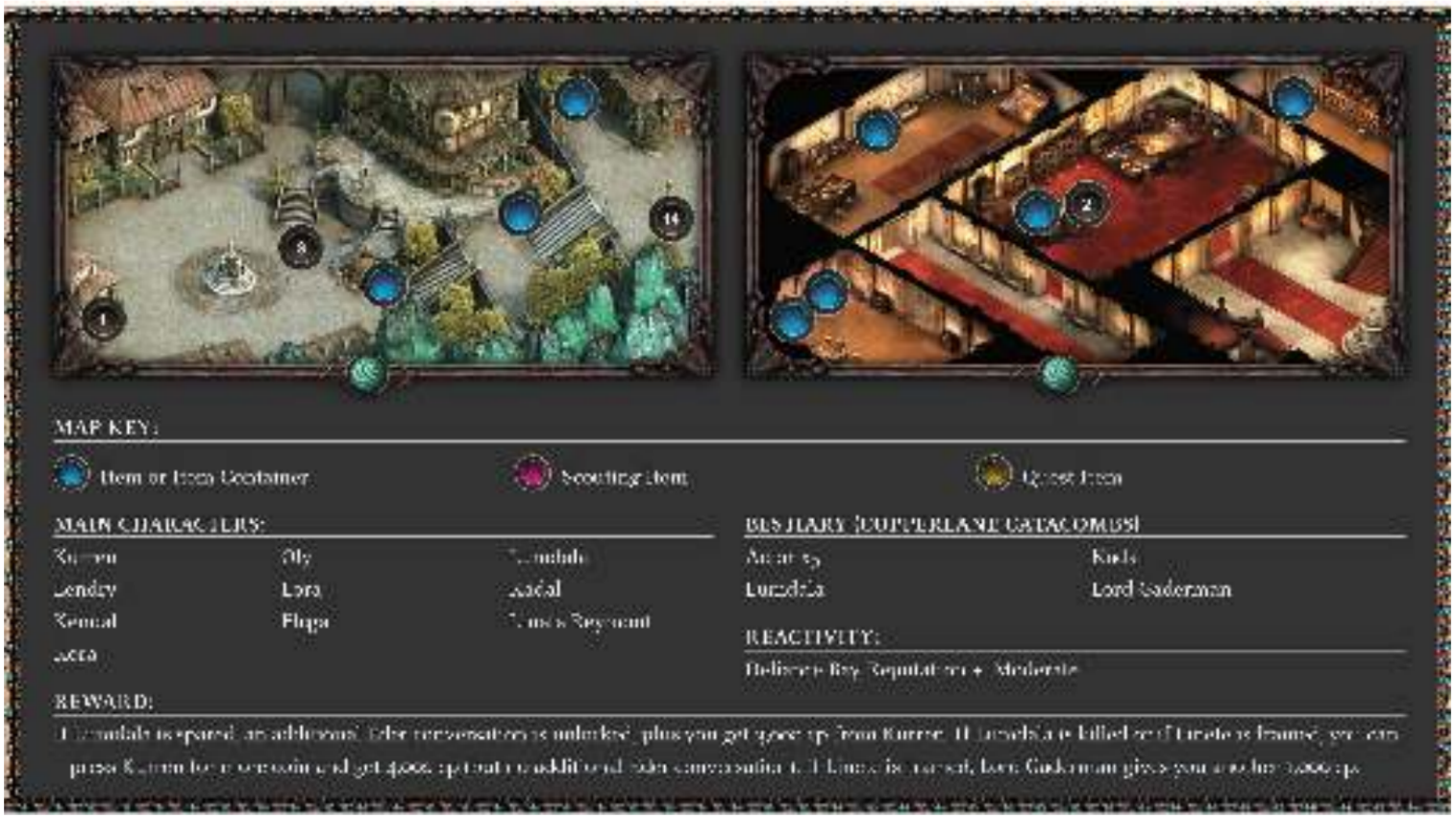
Act II: Side Quests

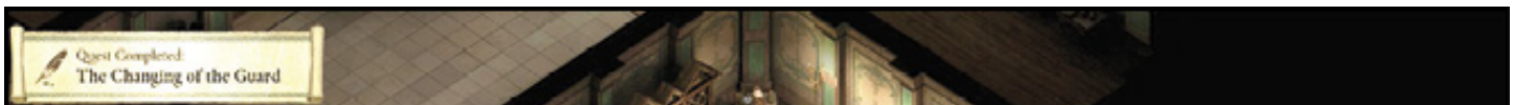
The Final Act



Part 1: The First Act—Set Up

Brackenbury

Hadret House



Your first stop is the Hadret House **(1)** in Brackenbury. Enter this domicile and head into the war room **(2)** on the first floor. Speak to Kurren, who is standing next to a large round table to the left. Ask him if he could use your help. This opens a conversation about a few unsolved cases. Ask him about those cases. Kurren believes all three are connected. Next tell him that you'll look into it. If you stick around and ask for more details, you'll learn the three names you need to investigate: Lendry, Kendal, and Kora.

New Quest: The Final Act

Objective: Speak with the three contacts

Open the Quests menu to learn where each of the individuals who reported their disappearance hang out. You are looking for:

- Elcga: She spends her time in Brackenbury.
- Lora: She is a merchant in Copperlane.
- Oly: He frequents a brothel in Ondra's Gift.

Interrogating Elcga

Since you are already in Brackenbury, start your investigation with Elcga **(3)**. You can find the dwarven woman out in the streets between the central fountain and two large staircases. Tell her you are investigating Kendal's disappearance. Ask her how she knows Kendal, what he was doing before he disappeared, when and where she last talked to him, and if she noticed anything different in his behavior. You learn that he disappeared a week ago, he was an actor with an acting troupe, and he was hanging out with a female actor whose name is unknown.

From your extensive travels through Defiance Bay, the first thing that should come to mind when talking about actors is the amphitheater in the middle of Copperlane. Head there now.

Copperlane

Interrogating Lora

In Copperlane, on your way to talk to Lora, head over to the amphitheater and speak to Lumdala **(4)**, who is standing on the right side of the stage (sand pit). Tell her you are looking for Kendal. She claims she didn't know the bad actor. Continue the conversation options to learn all you can about this acting troupe. If Grieving Mother is in your party, she will advise you not to trust this woman. Lumdala becomes your number one suspect, although no new information is gained here.

Now head over to the market area and speak to Lora **(5)**, the Mystical Goods merchant. After exhausting the investigative conversation choices, you learn that Kora is Lora's sister and that she was involved in the Revel of Stars acting troupe, the same one Lumdala is involved with. She was last seen just before a big performance. At this point, you can return to Lumdala with this new information, but it won't further the investigation. She will still be deceptive. Last on your list of leads is Oly, who can be found in Ondra's Gift. Head there now.

Ondra's Gift

Interrogating Oly

Enter Ondra's Gift and go to the Salty Mast brothel **(6)**, located to the south. Oly **(7)** is in a dining nook just right of the entrance. Talk to him about Lendry. Exhaust the investigative questioning and you learn that Lendry was his drinking buddy of five years who didn't share much of his personal information. They talked a lot about nothing. A lady named Lumdala shows up one night and leaves with Lendry. And before leaving, she said she was going to a performance but stopping at her place in Copperlane first. Head back to Copperlane now.

Quest Updated

Objective: Question Lumdala in Copperlane

Part 2: The Second Act—Rising Action

Copperlane

Now that an eyewitness has helped you connect Lumdala to this mystery, head back to Copperlane to the amphitheater **(4)** and speak with her again. Now you can tell her, “Oly said his friend Lendry was last seen with you.” To her excuse, reply with the Passionate—Minor response (the first one). She wiggles out of the accusation again and asks you to prove your theory by asking someone else. Reply with the only option: “You’re connected to three recent disappearances that you claim to know nothing about.” When she excuses herself, the actor behind her, Kadal, asks you to meet him at Lumdala’s house and that he knows what’s going on.

Quest Updated

Objective: Meet with Kadal

Lumdala’s House

Lumdala’s house **(8)** is in Copperlane near the north gate. Enter and speak to Kadal **(9)**, who is standing near a table at the end of the main hallway. He seems spooked and wants to leave town after seeing you interrogate her earlier. Choose any of the first conversation options to get some information out of him. He hands you a Rusty Bronze Key and tells you it opens the door behind you **(10)**. Inside the room is a secret passage that leads to an underground theater. Afterward you can choose to either let him go or end his life.

Quest Updated

Objective: Investigate the hidden theater

Use the key to unlock the door behind you **(10)** and enter the room. You find a staircase **(11)** under a pulled back rug on the floor. The stairs lead to a section of the Copperlane Catacombs not yet explored.

Part 3: The Third Act—the Climax

Copperlane Catacombs

Enter the yet unexplored hidden theater **(12)** in the Copperlane Catacombs. Raid the container to the entry's left and pick up the scarf in the middle of the room. It was Kora's, and you have a vision of the day Lora gave it to her. The vision continues, revealing the terrifying and deadly endings to these plays Lumdala is directing. After the vision, choose any of the conversation choices. Suddenly Lumdala emerges from the shadows with a small army. The quest updates.

Quest Updated

Objective: Return to Kurren at Hadret House in Brackenbury

Before you can return to Kurren, you must deal with the present situation: Lumdala and her hired muscle (five armed actors). There are two ways you can precede: you can either attack or listen to what she has to offer, which is the opportunity to take out a wealthy patron. If you agree, she reveals Lord Gaderman's name as one of the patrons of these macabre performances. She tells you that you can either kill him or report him to the authorities.

No matter if you decide to kill or spare Lumdala, the following objective remains the same. However, there is a chance to make 1,000 more copper if you spare her. After you spare her or kill her, if you wish to exit directly into Copperlane, you can use Scout mode to locate the purple brick on the floor near the southeast wall. This opens a secret access to the rest of the Catacombs. Exit the Catacombs using the northeast exit **(13)**.

Part 4: The Final Act—Resolution

Brackenbury

Hadret House

If you killed Lumdala, then return to Hadret House **(1)** in Brackenbury and speak to Kurren again **(2)**. Tell him you have found the missing people. If you chose to spare Lumdala, then you will have three conversation options next. If you killed her, then you have only one, which is "They were all murdered. A woman named Lumdala killed them as part of her performances." If you spared her, the other two replies are:

- "Certain wealthy theater patrons have been paying to watch performances in which actors are murdered. One of the foremost members is Lord Gaderman."
- [Honest] "A lot, actually. A woman named Lumdala has been staging performances in which actors are murdered. Lord Gaderman is one of her most prominent patrons."

However, if you did not kill Lumdala and accepted her deal, then stop and talk to Lord Gaderman **(14)** in Brackenbury, on your way to Hadret House. He is near the statue in front of the Charred Barrel. If you let him off the hook, you work together to frame Lord Reymont's crazy daughter, Linete. He gives you 1,000 cp and Linete's Signet Ring to frame her.

Now when you talk to Kurren, you have a fifth conversation option: [Give him the Reymont signet ring.] "They were all murdered. Linete Reymont was responsible." [Deceptive][Cruel]

The rewards for the different ending scenarios are listed at the beginning of this side quest. You can speak to the friends and family of the victims for additional conversation after the case is solved. If you framed Linete, then you can find her at the sanitarium later.

Act II: Side Quests

Built to Last

Part 1: Meeting the Crucible Knights

First Fires

Crucible Keep

GAINING FAVOR: CRUCIBLE KNIGHTS

This is the first of two side quests that will help you gain the trust of the Crucible Knights. Completing this side quest unlocks the "Winds of Steel" side quest. When completed, that seals your elegance with the Crucible Knights. You can, however, complete "Built to Last" without committing to this faction. The other two factions to choose from are the Dozens or House Doemenel.

Visit First Fires and enter the fortification in the southeast corner. Once inside Crucible Keep **(1)**, speak to whomever you wish, but continue to explore the interior of this keep until you reach the war room **(2)** at the top of the stairs, in the structure's northeast corner. Ask Commander Clyver why he doesn't have the soldiers he needs. He explains his predicament and the task he's given to his Forge Master (Dunstan) to construct knights built from suits of armor. For the animancy to work, you must find research from a scrivener named Vianna.

New Quest: Built to Last

Objective: Go to the Scriveners' Dormitory in Copperlane

SHORTCUT

Though the Commander recommends asking the inhabitants of the Scriveners' Dormitory, it isn't necessary and you can head directly to Ondra's Gift if you wish.

Before you leave the keep, you can visit the Forge Master **(3)** in the keep's northern section. Ask his thoughts on the knights he's been tasked to build. He doesn't seem that keen.

Copperlane

Exit the keep and travel to Copperlane. Then head to the northern part of town, and enter the Scriveners' Dormitory **(4)**, where your quest updates.

Quest Updated

Objective: Find Vianna

Scriveners' Dormitory

Amid the languishing folk, find Coren **(5)** in the main corridor and try to converse with him. He seems to have smoked slightly too much Whiteleaf, but you can obtain some information regarding Vianna's whereabouts. She left to meet a woman named Clessia in Ondra's Gift, inside an empty house on the northern side of town. The same thing can be learned from her diary, found in the drawer in the bedroom to Coren's right.

Quest Updated: Built to Last

Objective: Search for Vianna in Ondra's Gift

Part 2: Starting a Rift in Ondra's Gift

Ondra's Gift

Head into Ondra's Gift, the ramshackle seaport of Defiance Bay, filled with thugs and ne'er-do-wells, including some refugees and other human flotsam. From the initial gate entrance, move west along the residential street in the northern part of this area, until you reach a statue. Look for the door just north of this statue, and enter the Abandoned House **(6)**.

Part 3: The Dirty Dozens

Abandoned House

Once inside the house, feel free to investigate the room to the northeast **(7)**. When you're prepared for combat, open the double doors to the southwest, where you find Vianna. Unfortunately, she's being roughed up for her research by a group of Mercenaries led by Dodwyna of the rival faction the Dozens. No matter how fast your talking is, the only way to solve your intrusion is to slay anyone not named Vianna.

Quest Updated

Objective: Recover Vianna's research from the Dozens

When combat is over, speak with Vianna about her research, and thoroughly search the corpses strewn about. Dodwyna's body holds a specific and important item you need to continue: Vianna's Research.

Quest Updated

Objective: Give Vianna's Research to Dunstan

Now exit Ondra's Gift and return to First Fires, and enter Crucible Keep again **(1)**.

Part 4: Conclusion: Dunstan's Distain

First Fires

Crucible Keep

Back at the Crucible Keep, head north through the interior to the forge room, and check in with Dunstan **(3)**. Hand over the research so the dwarf can (begrudgingly) start to create the Forge Knights the Commander requested. Trade with him if you wish (his store is now available), before reporting to Commander Clyver **(2)** for your next mission. This quest now concludes.

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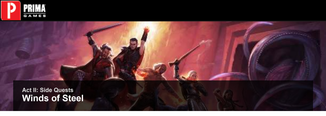


Act II: Side Quests
Winds of Steel

Part 1: Forging Ahead

First Fires

Crucible Keep

QUEST UNLOCK

This side quest is available only after completing "Built to Last." Complete this only if you plan on joining forces with the Crucible Knights. After completing this quest, you will be representing them in the hearings.

In First Fires, enter the Crucible Keep (**1**) and head northeast into the war room to converse with Commander Clyver (**2**). Ask if there's more you need to do, and the Commander has another mission for you to undertake. Following the successes of the Forge Knights, the High Justice wants to build more of them at Fleetbreaker Castle (which is out of your adventuring area). You are to deliver the research to one of the commanders who is meeting you at the treacherous coastal cove known as Anslög's Compass.

Commander Clyver: "How may I be of assistance?"
"I understand that the Crucible Knights are awarding the assistance hearings at the Forge."
"You should have come to help your cause. What do you need me to do?"
"I'm here for the Crucible Knights."
"I'm here for the Knights of the Crucible."
"Never mind."

New Quest: Winds of Steel

Objective: Travel to Anslög's Compass

Leave the keep and exit First Fires, bringing up your World Map. You may have visited Anslög's Compass before (if you completed "A Mother's Plea"), in which case you can directly reach this location on the western side of the map. If you haven't explored Anslög's Compass yet, transition to Magrav's Fork. Head south through the forest, back to the World Map, and enter Anslög's Compass from this direction.

Part 2: The Dirty Dozens

Anslög's Compass

Quest Updated

Objective: Meet Aranroed by the dock

Standing on the sand (**3**), take your party east until you reach a Drake skeleton. Head south to the edge of the water, before adjusting to a southeasterly path along the water's edge. Expect constant intrusions from Aaurpix along the way (unless you cleared them in "A Mother's Plea"). Continue to the dock (**4**), where a woman yells whether Commander Clyver sent for you. Meet her on the dock. Find out more about Fleetbreaker Castle if you wish, then hand over Vianna's research to Aranroed.

Aranroed: "Are you here to help us? We've got a build-up overnight so defend the Stronghold as well as you've been. And with these siege engines at our disposal, we'll be unstoppable."
"Give her Vianna's research's Please to us."
"What's your side in this?"
"What's your side in this?"

Though you're hoping to return to the castle before these plans are discovered, your clandestine task is uncovered by a sextet of adventurers from Expedition Hall. The Dozens, led by Padedal, are here to make sure you don't survive! Your conversation falls on deaf ears and you must stay him and his five Mercenary crew. Once this altercation ends, Aranroed quickly sets sail for Fleetbreaker Castle, while you are urged to return to the keep.

Dozens
Padedal
Aranroed: "Are you here to help us? We've got a build-up overnight so defend the Stronghold as well as you've been. And with these siege engines at our disposal, we'll be unstoppable."
"Give her Vianna's research's Please to us."
"What's your side in this?"
"What's your side in this?"

Quest Updated

Objective: Return to Crucible Keep

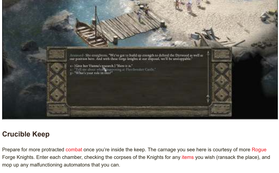
Part 3: Conclusion: More Research Needed

First Fires

Quest Updated

Objective: Defeat the rogue Forge Knights

Be ready for a rather rude welcoming committee when you journey back to First Fires and attempt to enter Crucible Keep; there's a rogue Forge Knight (**5**) waiting to attack you on the front steps. Demolish this bag of bolts and enter the keep.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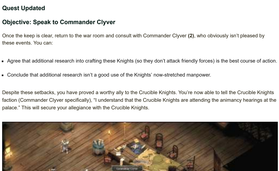
"Give her Vianna's research's Please to us."
"What's your side in this?"
"What's your side in this?"

Crucible Keep

Prepare for more protracted combat once you're inside the keep. The carnage you see here is courtesy of more Rogue Forge Knights. Enter each chamber, checking the corpses of the Knights for any items you wish (ransack the place), and mop up any malfunctioning automatons that you can.



Quest Updated

Objective: Speak to Commander Clyver

Once the keep is clear, return to the war room and consult with Commander Clyver (**2**), who obviously isn't pleased by these events. You can:

- Agree that additional research into crafting these Knights (so they don't attack friendly forces) is the best course of action.
- Conclude that additional research isn't a good use of the Knights' now-stretched manpower.

Despite these setbacks, you have proved a worthy ally to the Crucible Knights. You're now able to tell the Crucible Knights faction (Commander Clyver specifically), "I understand that the Crucible Knights are attending the aninancy hearings at the palace." This will secure your allegiance with the Crucible Knights.

Commander Clyver: "How may I be of assistance?"
"I understand that the Crucible Knights are attending the aninancy hearings at the palace."
"I'm here for the Crucible Knights."
"I'm here for the Knights of the Crucible."
"Never mind."

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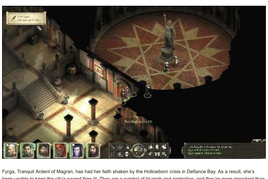
Part 1: A Crisis of Faith

First Fires

Ducal Palace



Fyrga, Tranquil Ardent of Magran, has had her faith shaken by the Hollowborn crisis in Defiance Bay. As a result, she's been unable to keep the city's sacred fires lit. They are a symbol of triumph and protection, and they're more important than ever.

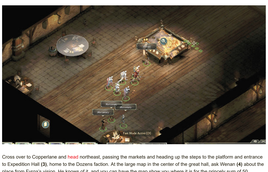
While you're in First Fires (at any time before the end of Act II), visit the Ducal Palace (**1**). Step into the grand hallway, and then turn right to reach the Tranquil's Chamber. Speak to Fyrga (**2**), who is standing by the statue of Magran. Through your conversation choices, learn about her crisis of faith and agree to help her. She speaks of visions involving a cave "at a place with multicolored pools." This location isn't immediately obvious to you, but a quick check of your quest log indicates someone in the Expedition Hall might know where this is.

New Quest: Cinders of Faith

Objective: Travel to the cave from Fyrga's vision

Copperlane

Expedition Hall

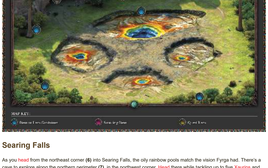


Cross over to Copperlane and head northeast, passing the markets and heading up the steps to the platform and entrance to Expedition Hall (**3**), home to the Dozens faction. At the large map in the center of the great hall, ask Wenan (**4**) about the place from Fyrga's vision. He knows of it, and you can have the map show you where it is for the princely sum of 50 coppers. You can:

- **[Pay 50 cp]** Pay the man, and he tells you where to gather the map.
- Refuse to pay, stalling this quest.
- **[4 Mechanics + 5 Lockpicks or 5 Mechanics]** Head to the small chest in the back room (5), behind Sorold's shop, and unlock the chest manually.
- Or, ignore this area altogether, and find your way to Searing Falls without the aid of the map (see below).

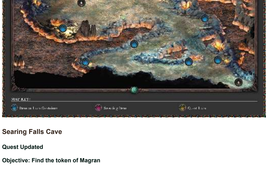
Leave Defiance Bay and head into Woodend Plains. Go south, passing the tumbledown farm guarded by Spectres and a Shade. Exit via the southwest corner of this map. Searing Falls should now be accessible on your World Map.

Part 2: Encountering the Great Drake



Searing Falls

As you head from the northeast corner (**6**) into Searing Falls, the oily rainbow pools match the vision Fyrga had. There's a cave to explore along the northern perimeter (**7**), in the northwest corner. Head there while tackling up to five Xaurips and three or four Young Drakes as you go. Now enter the cave.



Searing Falls Cave

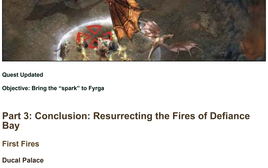
Quest Updated

Objective: Find the token of Magran

Once inside the sweltering cave (**8**), begin to look for a sign of Fyrga's goddess Magran. Gather items from the urns as you wind up the path above the lava through troops of oddly nonaggressive Xauripi, until you reach a circular arena-like promontory (**9**). Edge forward and you encounter a group of five Xauripi, two Young Drakes, and a huge, red-scaled flying serpent—the dreaded Call the Silent! You can:

- Engage in a (fruitless) conversation with the large Drake, which unfortunately only ends in combat.
- **[Attack]** Oh, forgo any chatter and leap into the fray.

After a hard-fought battle, pick over the corpses of the fallen, paying special attention to Call the Silent. He carries a Burning Stone, the token Fyrga seeks! If Durance is in your party, he explains that the glowing stone is actually a fragment of the Godhammer bomb, a powerful weapon that was built with Magran's divine aid.



Quest Updated

Objective: Bring the "spark" to Fyrga

Part 3: Conclusion: Resurrecting the Fires of Defiance Bay

First Fires

Ducal Palace

Retrace your steps to return to the Ducal Palace (**1**) in First Fires. Give the fragment of the Godhammer bomb to Fyrga (**2**). Her faith is still in crisis, and your conversation choices can be either sympathetic or uncaring. Either way, you must hand her the Burning Stone to conclude this quest.

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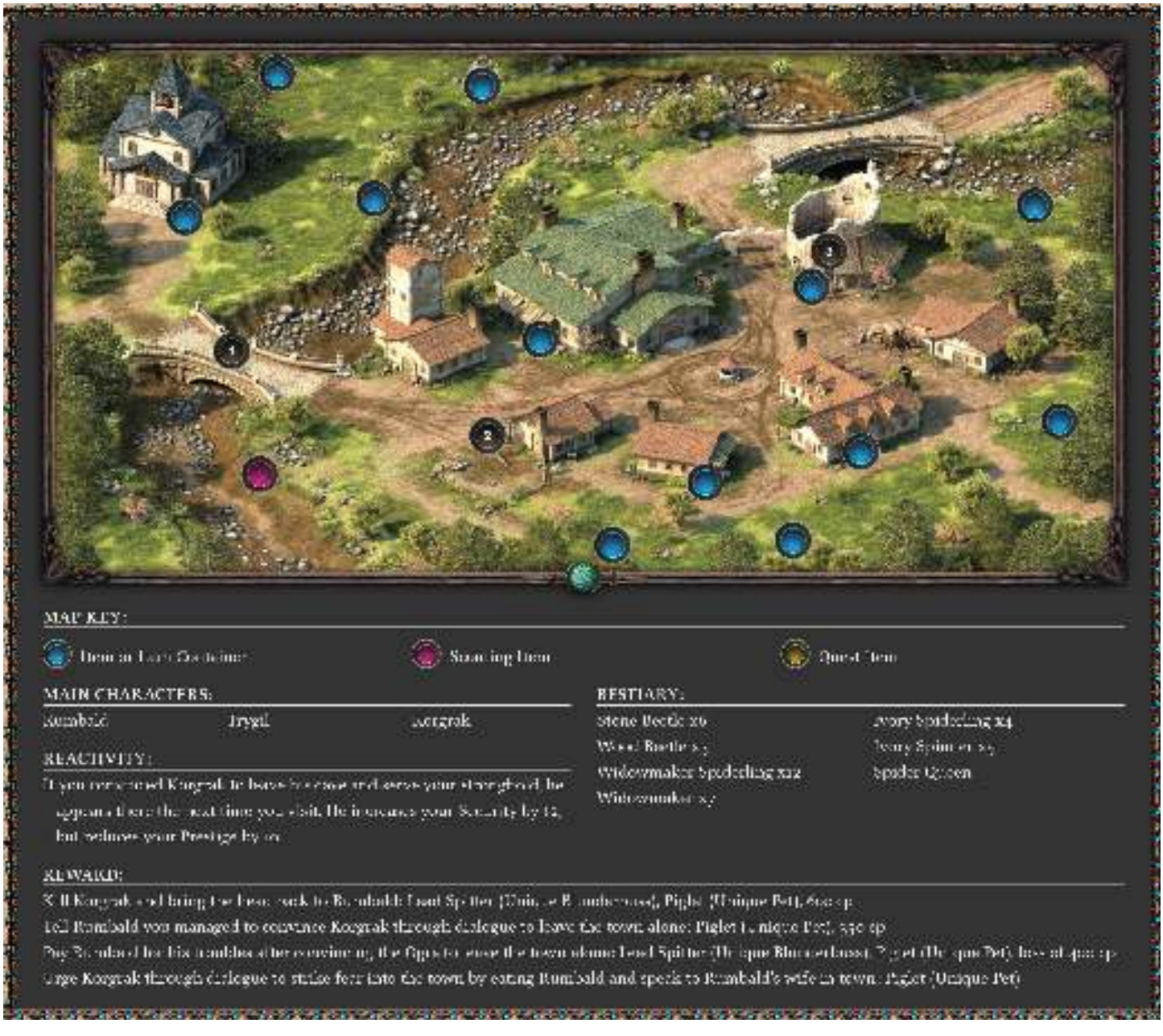
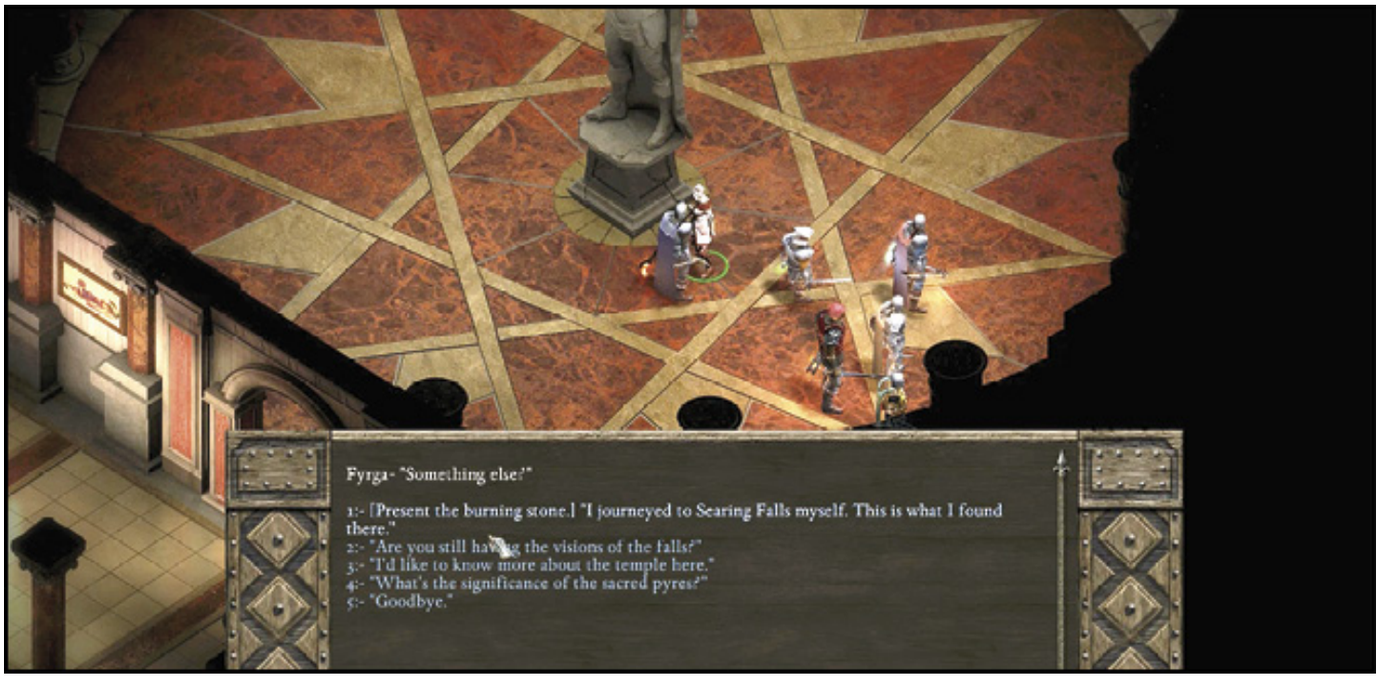
Act II: Side Quests

A Farmers Plight



Part 1: Stolen Bacon

Dyrford Village



When you visit Dyrford Village, cross the bridge **(1)** at the western side of town and investigate Rumbald **(2)** the pig farmer, just south of the main thoroughfare, near his pigpen. He's furious at the antics of an invading ogre and needs you to bring back its head and stop its pig-pilfering ways. Agree to the quest. It's unfortunate that Rumbald doesn't have the exact location; he knows only that it lurks somewhere in the wilderness nearby. He does, however, think Trygil—at the shop by the half-collapsed tower—might know more.

New Quest: A Farmer's Plight

Objective: Find the ogre's lair somewhere in the wilderness outside of Dyrford Village

Optionally, you can go see the leather trader of Dyrford inside his half-ruined tower **(3)** on the east side of town. Enter the structure and speak to the always-unpleasant Trygil, asking about the ogre. He says the beast is residing near the Bael River, east of the village. Leave Dyrford Village via the northeast bridge and road, and select Dyrford Crossing as your destination.

Part 2: Cracking Korgrak

Dyrford Crossing

Quest Updated

Objective: Search the cave at Dyrford Crossing

Enter Dyrford Crossing **(4)** and head southeast off the beaten track, beating down two groups of three Stone and Wood Beetles along the way. Cross the river by the small, odd island **(5)** with the statue with only its legs remaining, continuing to defeat large Beetles. Wade to the river's southeast bank and find a path between the rocks, guarded by a quartet of Widowmaker spiders. Venture farther to the east and wade through a few piles of bloody bones, before you reach the entrance to a cave **(6)**.

Ogre Cave

You appear inside the cave **(7)** at the southwest corner of this medium-sized tunnel system. There's no avoiding a battle with four Widowmaker Spiderlings, two Ivory Spinners, and a Widowmaker. If you wish to follow the path of least resistance, head right **(8)** at the first junction, deal with three Crystal Eaters and a Widowmaker as the passage winds northeast, and then make a sharp turn southeast, into the ogre's lair **(9)**. Continue southeast until Korgrak strides forward. Engage him in conversation, before the (optional) combat. You can:

- **[Lie]** Use a mixture of reasoning to convince Korgrak to leave. Usually telling him a lie about an apocryphal village filled with pigs and villagers does the trick.
- **[Attack]** If you use even a modicum of threatening language, or simply start with aggressive questioning (or just attack), then expect combat with this large fellow. After the battle, be sure you claim the ogre's head.
- **[Perception 16, Survival 9, Intellect 18]** These options allow you to either urge Korgrak to charge into Dyrford and eat Rumbald or convince Korgrak to leave his cave and serve you in your stronghold.

Once you've made your choice, you must either leave or fight Korgrak, eventually returning to Rumbald (or his corpse) back in Dyrford Village.

HIRING KORGRAK

If you convince Korgrak to serve your stronghold, you must first hire him through the Barracks Hireling interface in the Stronghold menu before he appears at the stronghold the next time you visit. He will increase your Security by 6, but decrease your Prestige by 10.

Part 3: Conclusion: This Little Piggy…

Dyrford Village

Quest Updated

Objective: Return to Rumbald in Dyrford village

When you return to Dyrford, head southeast toward Rumbald's pigpen **(2)**, and conclude this side quest.

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Blood Legacy

Part 1: Gone Missin'

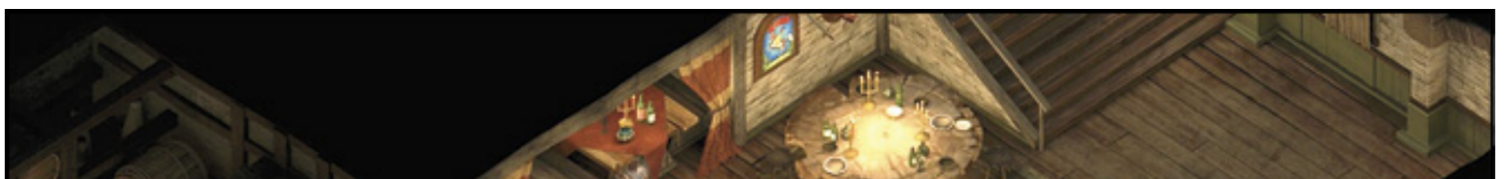
Dyrford Village

There are two ways to start this side quest: You can either talk to the House Harond Guard standing near the Dyrford Village west bridge **(1)** or you can speak directly to Lord Harond **(3)** inside the Dracogen Inn **(2)**. During your exploration of the village, you are likely to run into the guard first. He'll be the first to bring you the breaking news about Lord Harond's missing daughter, Lady Aelys. Then he directs you to the inn to talk to Lord Harond.

New Quest: Blood Legacy

Objective: Speak with Lord Harond at the Dracogen Inn

Dracogen Inn First Floor



When you enter the Dracogen Inn for the first time, you will see Lord Harond arguing with the innkeeper. Do whatever business you need to with the innkeeper, but then speak to Lord Harond to the right of the bar **(3)**. He tells you that his 29-year-old daughter, Aelys, is missing and none of the villagers is being very helpful with the search. He thinks she has just run off and wants you to give her a message that he won't be angry when she comes back.

Quest Updated

Objective: Search Dyrford for information about Aelys's disappearance

Exit the Dracogen Inn and talk to Hendyna **(4)** at Hendyna's Apothecary. Ask her about the missing noblewoman, and she tells you that she was a new shade of green when chatting with Trygil outside his shop. You learn she was pregnant and worked up about it. Now enter Trygil's Curriery **(5)**, just north of Hendyna's stand.

Trygil's Curriery

As soon as you enter the Curriery, you see Trygil **(6)** talking to his helper Sabhan. If you enter Scout mode, you can find the Currier's Key in a barrel to the right of the front door. Take it, then talk to Trygil. Ask him about Aelys Harond. He lies to you and says he never met her. Strange, because Hendyna saw these two talking to each other. Press further and he becomes defensive. Keep pressing for more information and he claims that, yes, he fooled around with Aelys, but an ogre took her somewhere east of Dyrford. Very suspicious indeed. You can get no more out of him without forcing a fight.

Unlock the door **(7)** behind him using the Currier's Key, found in the barrel near the front door. This enrages Trygil, and he and his helper attack. Defeat the two in battle and then enter the backroom. Seems he has a secret passage in the back room. Climb down the ladder **(8)** to enter the Dyrford Ruins below.

Part 2: Ruined Souls

Dyrford Ruins

You begin your hike through this intricate dungeon in the northwest corner **(9)**. At the end of the first corridor is a chest with Camping Supplies—easily yours if you have 5 Mechanics + 6 Lockpicks or 6 Mechanics. Also at the end of the first corridor in the T-intersection are two Stone Beetles and a Wood Beetle to squash **(10)**.

There's a temporary dead end if you head left at the T-intersection, so you are forced to head right and go through much of the chambers this dungeon has to offer to get to Aelys. However, there is a shortcut. Start by entering the first guard chamber **(11)** and defeat the three Skaenite enemies there. Try splitting your team in half and have half focus on the Skaen Temple Sentry (with the bow) and the other half focus on the Skaen Guard. The Skaen Guards are the toughest. As soon as the sentry goes down, have everyone beat on the guard and then the Skaen Temple Fanatic. Use this technique throughout the dungeon. When a magic user is thrown in the mix, attack him or her first.

Instead of continuing west to an open chamber, just open the door **(12)** closest to you. This is a shortcut to your destination. Defeat the Skaenite enemies in this room and those that reinforce from nearby rooms. Enter the small chamber **(13)** to the east and open the chest to obtain the Old Dungeon Key. This unlocks the southeast door **(14)** that allows bridge access. If you don't have the key, it will cost you a lot of lockpicks.

Defeat the enemies on the pathway beyond the bridge, focusing your attack first on the Skaen Cultist; then split the party to attack the guard and sentries separately.

Blood Pool

Use the Old Dungeon Key on the Blood Pool door **(15)**. Upon entry, the Blood Pool speaks to you. If Durance is with you, have him “extend his soul to the blood pool.” It informs you that if you came to watch, you’re too late; their bloody work today is already finished. If you have at least Cruel Rank 1, the blood pool responds to your cruelty and allows you to make a sacrifice to the blood pool. At this point in dialogue, you can choose one of your companions (not hired adventurers) to sacrifice to the blood pool for a Talent. Here are the corresponding rewards:

- Aloth: +1 Int +5 Reflex
- Eder: +1 Mgt +5 Deflection

- Durance: +1 Con + 5% Max Stamina
- Grieving Mother: +1 Resolve +5 Resist Affliction
- Hiravias: +1 Dexterity +1 Damage Threshold
- Sagani: +1 Perception, +2 Bonus Accuracy on Same Enemy
- Kana: +1 Int +5 Resist Affliction
- Pallegina: + 1 Resolve +1 Damage Threshold

Otherwise, there are four reply options:

- “I see you with eyes of flint, brothers and sisters.”
- “You were all sacrificed to Skaen, weren’t you?”
- “Who are you?”
- “What work?”

The Blood Pool replies that it is basically the souls of all who have perished there. “In Life, we were weak. But in death, we made a choice. Choice carries power.” You are given one more round of responses; you can choose only one of the following and then the conversation is over:

- “What kind of power?”
- “You can now escape your oppressors and move on.”
- “Yes, to exact justice.”
- “To defend innocents like you.”

Head through the northwest doorway. There's no avoiding the hallway-patrolling Skaen Cultist, so waste him now. Enter the room directly across from the Blood Pool exit and get the Crypt's Master Key **(16)** from the table. Back out of the small room and enter Scouting mode to detect traps. Take the first left into a hallway and disarm the two floor traps. Enter the room on the right **(17)** and defeat the two guards and a sentry. Use the Crypt's Master Key on the next door to find Aelys in the chamber **(18)**.

Weymund and Aelys

You walk in on Weymund and Aelys, drenched with blood, exits a glass chamber. Like a doctor prescribing healing advice, Weymund encourages her to get rest so the transfusion goes smoothly. Ask Weymund what is going on. Long story short, you have stumbled upon a Skaen Cult operating in the ancient Aedyran ruins beneath the city and have uncovered a plot by the Skaen Cultist to have Aelys Harond kill the Harond family. She has been tainted by vengeful cultist souls that now inhabit her mind. Weymund tries to convince you that Lord Harond impregnated his own niece, Aelys. You can choose to side with this plot or defeat the high priest, Weymund.

If you fight Weymund, you will also be fighting the Skaen Temple Sentry, Skaen Cultist, Mind Bender, and Preacher in the chamber. When you leave the room, you'll have to continue to battle your way out of the dungeon. If you side with him, then you can continue to explore the dungeon facing no resistance (the cult members will be allies).

Quest Updated

Objective: Return to Lord Harond at the Dracogen Inn

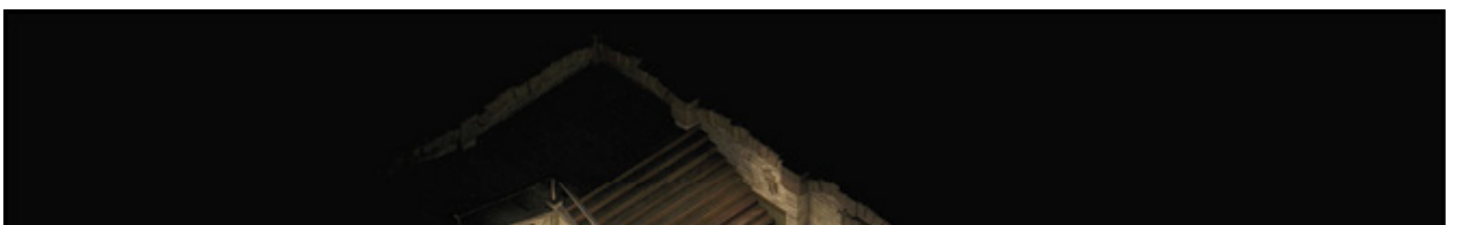
To exit, either pull the switch **(19)** on the wall in the room to the northeast to open a wall that allows access to the entrance **(9)** you used, or you can travel to the southeast exit **(20)** and come up through the ruins in Dyrford Crossing. You'll come up via stairs under the broken statue.

DYRFORD CROSSING RUINS ENTRANCE

There are several ways to find the hidden entrances to the temple of Skaen beneath Dyrford Village. Out in Dyrford Crossing is a broken statue. With enough might, proper adventuring supplies, or a Skull Key, you can move it to reveal the stairwell leading to the temple. The Skull Key is on an exterior ledge (the one with the corpse) that you can access from the Ogre Cave in the map's southeast corner. Then there is the entrance we used beneath Trygil's shop.

Dyrford Village

Dracogen Inn



Return to Lord Harond **(2)** at the Dracogen Inn in Dyrford Village. He spots Aelys as soon as you approach him. You can be deceptive and agree that it will be nice to escape all this in Eina's Rest. Or you can blow the assassination attempt by choosing the honest response: "It's too late. Her mind has been poisoned by a Skaenite animancer." When it comes to a reward (if you were deceptive), you can press a little harder for a bigger reward. See the reward and reactivity to this quest at the beginning of this quest (above).

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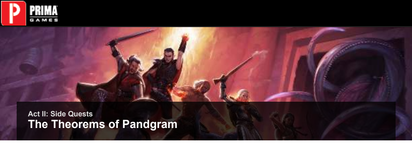


Act II: Side Quests

The Theorems of Pandgram

Part 1: Don't Judge a Book…

Brackenbury

While in Brackenbury, speak to Nedyn **(1)**, who is standing near the sanitarium. She's muttering to herself and fixated on the pages of a well-worn tome, seemingly oblivious to the blooming flowers and the cool, fragrant breeze.

Talk to her and she explains that she's an animancer at the sanitarium and researching matters related to Waidwen's Legacy, sticking souls and conquering death. She is looking for the manuscript called the Theorems of Pandgram, located in the Hall of Revealed Mysteries' Elder Archives. Tell her you will persuade Grimda (who doesn't like to promote animancy) to give you this literature to start this quest.

New Quest: The Theorems of Pandgram

Objective: Go to the Hall of Revealed Mysteries in Copperlane

Part 2: Book Search

Copperlane

Hall of Revealed Mysteries

Head to Copperlane and enter the Halls of Revealed Mysteries. The quest updates when you enter the establishment.

Quest Updated

Objective: Find the Elder Archives

Now you must find the Elder Archives to find this book you're looking for. Alternatively, you could blow the whistle on Nedyn and go to the back of the library and speak to Grimda **(2)**. Tell her, "An animancer named Nedyn asked me to retrieve the Theorems of Pandgram from the Elder Archives." With that, she will hide the book and thank you, and the quest ends. This is the quick way to complete the quest, and it gives you Minor Positive Reactivity in Defiance Bay. But that's no fun.

Instead of tattling on Nedyn, do not talk to Grimda. Instead, enter the hallway to her left and unlock the door **(3)** at the hall's north end. Use 4 Mechanics + 5 Lockpicks or 5 Mechanics.

Quest Updated

Objective: Get the Theorems of Pandgram

Your quest updates once you're inside the back room. Now you must find the theorems. Enter Scouting mode so you can detect the trap on the chest **(4)** near the left wall. If you can't disarm the trap, then trigger it. It's nothing more than a malignant cloud. Inside the chest is the Theorems of Pandgram.

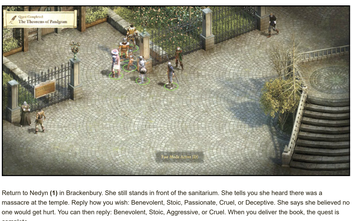
Quest Updated

Objective: Return to Nedyn outside the Brackenbury Sanitarium

With the book in hand, the quest updates (you have to return to Nedyn). Unless you have a stealthy character, you must fight your way out of the Hall of Revealed Mysteries. A bunch of pissed-off librarians are after you. In the previous hallway, defeat the Priest of Wael and then head toward the exit using the far open door **(5)**. Battle Fexa, Jari Haukka, two Scriveners, and two Priests of Wael. If you can contain the battle and keep it near the entrance, you won't have to waste all the lives in the building. After the initial battle, escape the building the way you entered **(6)**.

Part 3: Last Page

Brackenbury



Return to Nedyn **(1)** in Brackenbury. She still stands in front of the sanitarium. She tells you she heard there was a massacre at the temple. Reply how you wish: Benevolent, Stoic, Passionate, Cruel, or Deceptive. She says she believed no one would get hurt. You can then reply: Benevolent, Stoic, Aggressive, or Cruel. When you deliver the book, the quest is complete.

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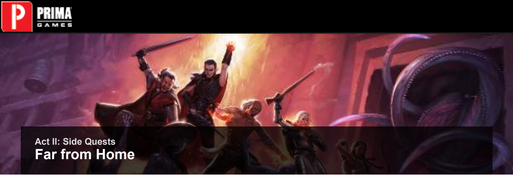
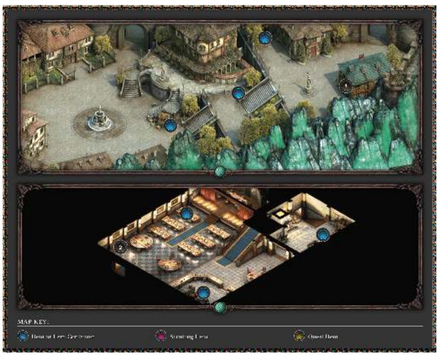


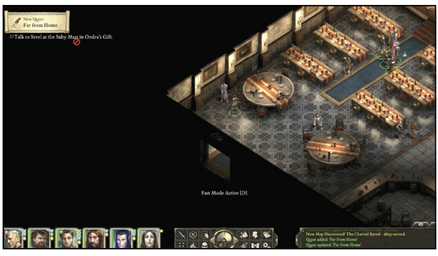
Act II: Side Quests
Far from Home



Part 1: Thirstwn the Fleecer

Brackenbury

The Charred Barrel



Amid the bustle of the fancy Charred Barrel inn **(1)** is a quiet character named Thirstwn **(2)**, just left of the entrance. Quiz him at length, and he reveals he's hoping to obtain an Engwithan medallion from his previous partner in crime. Through conversation, you learn where she is and that it's likely to require payment in order to meet her.

New Quest: Far from Home

Objective: Talk to Serel at the Salty Mast in Ondra's Gift

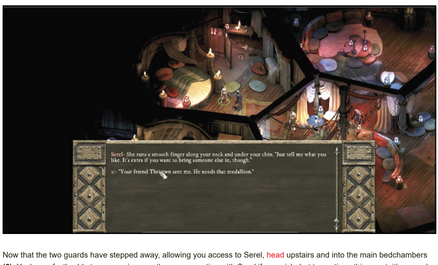
Ondra's Gift

The Salty Mast

Journey to the decidedly more bawdy Salty Mast **(3)** on the southeast side of Ondra's Gift. Serel is upstairs, in the main "reclining chamber" with two mean-looking guards **(4)** who aren't in the business of letting you pass. Instead, head downstairs and speak to the owner of the brothel, Maea **(5)**, about Serel. She laughs at your attempts to gain an audience with Serel. As Serel is the most sought-after girl in the district, it's going to cost you.

- **[1,000 cp]** Pay to have Serel for the night. There is no other option.

Part 2: Conclusion: Picking a Thief


Serel: She runs a smooth finger along your neck and under your chin. "Just tell me what you like. It's extra if you want to bring someone else in, though."
"Your friend Thirstwn sent me. He needs that medallion."

Now that the two guards have stepped away, allowing you access to Serel, head upstairs and into the main bedchambers **(6)**. You're perfectly able to engage in more than conversation with Serel if you wish, but to continue this quest, it's a good idea to mention there's something you need to discuss. When Thirstwn is brought up, she fires out a few home truths about the fellow.

It seems Serel believes she has more of a right to the medallion than Thirstwn. It is time to pick a side! Depending on your choices and actions, you may need to return to Thirstwn to finish this quest. Your rewards are as follows:

- Through conversation (and a possible expenditure of 6,000 cp), obtain the medallion from Serel, bringing it to Thirstwn.
  - **Reward:** Cloak of Many Feathers (bonus item), 2,000 cp
  - **Reactivity:** If you paid for the medallion, Serel moves to Brackenbury (near the fountain).
  - **Reactivity [Reputation+]:** Give the medallion to Thirstwn for a Reputation boost in Twin Elms.
- Through conversation, you side with Serel; return and convince Thirstwn to give up on the medallion, then return to Serel.
  - **Reward:** Serel's Ring
- You return to Thirstwn, and slay him to keep him from bothering Serel.
  - **Reward:** Serel's Ring
- You attack Serel and remove the medallion forcefully (you may need to slay her guards as well), bringing it to Thirstwn.
  - **Reward:** Serel's Amulet, Cloak of Many Feathers (bonus item), 2,000 cp
  - **Reactivity [Reputation+]:** Give the medallion to Thirstwn for a Reputation boost in Twin Elms.
  - **Reactivity [Reputation-]:** If you kill Serel, you receive a Reputation loss for Defiance Bay.
- You obtain the medallion from Serel, but refuse to give it to Thirstwn, then return to Serel.
  - **Reward:** Serel's Ring
  - **Reactivity:** If you paid for the medallion, Serel moves to Brackenbury (near the fountain).
- You obtain the medallion from Serel and tell Thristwn you are going to keep it.
  - Reward: The medallion becomes a wearable amulet with +2 Might.

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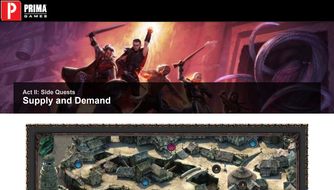
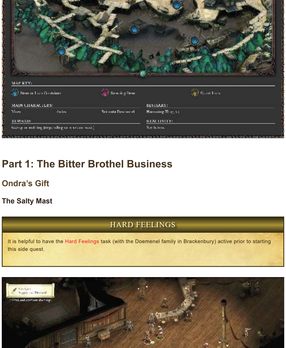


Act II: Side Quests
Supply and Demand



Part 1: The Bitter Brothel Business

Ondra's Gift

The Salty Mast

HARD FEELINGS

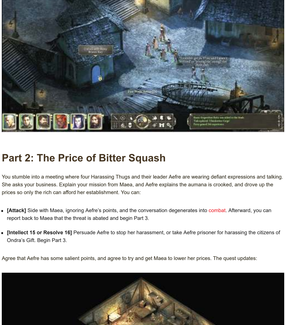
It is helpful to have the Hard Feelings task (with the Doemenel family in Brackenbury) active prior to starting this side quest.

Street thugs are harassing the prostitutes and clients at the Salty Mast. Maea, the proprietress, would like to put an end to it, but the agitators may have their own grievances. After (optionally) sampling the unique nightlife available in Ondra's Gift's more seedy part of town, a talk with the owner of the Salty Mast **(1)** reveals she's been having problems with a group of Harassing Thugs annoying her clients and courtesans. Offer to help, and get to the bottom of who is organizing them.

New Quest: Supply and Demand

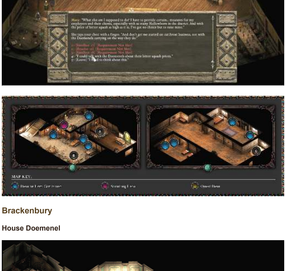
Objective: Find and confront the thugs

You won't have to wander long to find these thugs; simply exit Salty Mast and head west and then north, toward the dockside square with the statue. The Harassing Thugs are beneath the statue **(2)** and approach you menacingly. Any conversation choice leads to a fracas. Once the thugs have fallen, be sure to loot all of the corpses, as one contains a helpful key: Rusty Bronze Key.



The key opens a house on the northeastern side of the main wharf. Dash past Pallegina and her own troubles, and reach this small cottage **(3)**. You can:

- **[Mechanics 9, Lockpicks 10 or Mechanics 10]** Use your Mechanics and/or Lockpicks to open the door.
- **[Rusty Bronze Key]** Or open the locked door using the key you just appropriated.

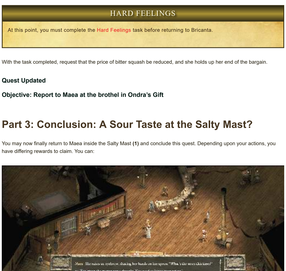


Part 2: The Price of Bitter Squash

You stumble into a meeting where four Harassing Thugs and their leader Aefre are wearing defiant expressions and talking. She asks your business. Explain your mission from Maea, and Aefre explains the aumana is crooked, and drove up the prices so only the rich can afford her establishment. You can:

- **[Attack]** Side with Maea, ignoring Aefre's points, and the conversation degenerates into combat. Afterward, you can report back to Maea that the threat is abated and begin Part 3.
- **[Intellect 15 or Resolve 16]** Persuade Aefre to stop her harassment, or take Aefre prisoner for harassing the citizens of Ondra's Gift. Begin Part 3.

Agree that Aefre has some salient points, and agree to try and get Maea to lower her prices. The quest updates:



Quest Updated

Objective: Confront Maea at the brothel in Ondra's Gift

The Salty Mast

Back at the Salty Mast **(1)**, speak to Maea, who admits she has raised her prices, but this is due to the price of bitter squash, a commodity controlled by the powerful Doemenel family. Though you can threaten or persuade Maea to lower her prices, a more profitable plan is to agree to talk to the Doemenels about this price hike.

Brackenbury

House Doemenel

Visit Brackenbury, and head to the north-central manor house where the Doemenels reside **(4)**. Tell the guard in the anteroom that you are here to speak with Bricanta Doemenel. Climb to the upper floor, following the grand corridor southeast and northeast to Bricanta's chamber **(5)**. The house matriarch is receptive to your questioning but isn't going to reduce her prices until you've done her a favor.

HARD FEELINGS

At this point, you must complete the Hard Feelings task before returning to Bricanta.

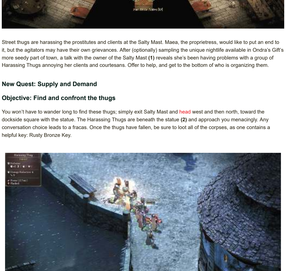
With the task completed, request that the price of bitter squash be reduced, and she holds up her end of the bargain.

Quest Updated

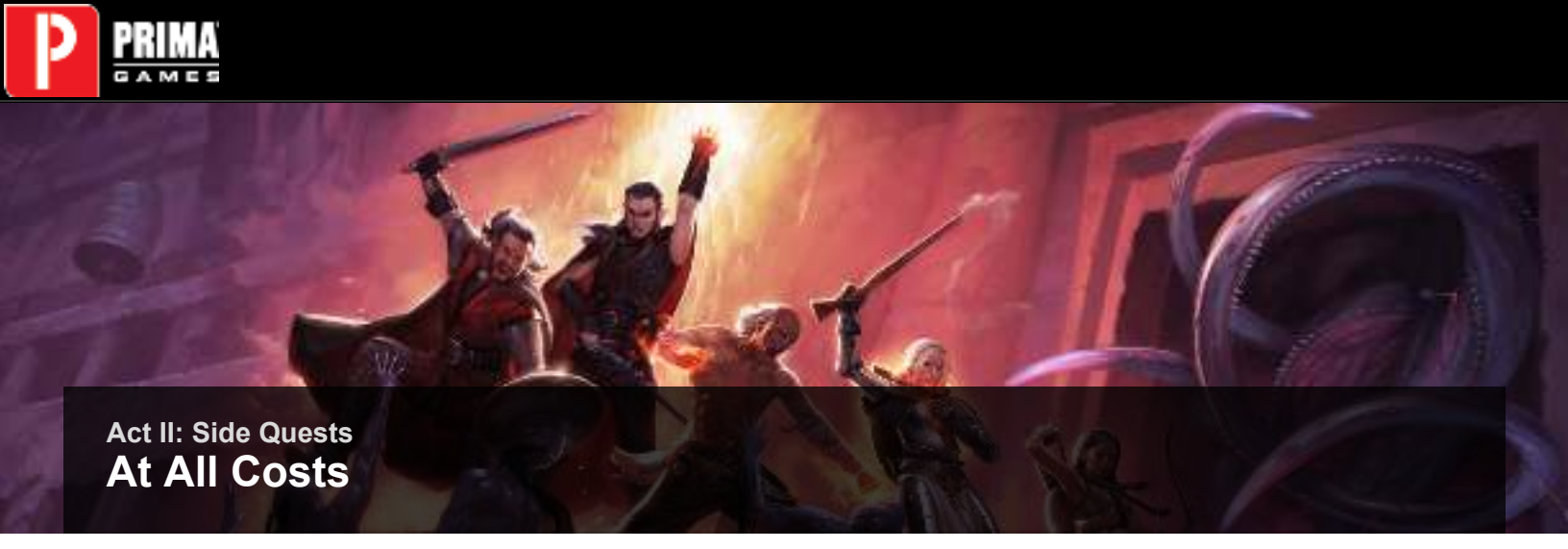
Objective: Report to Maea at the brothel in Ondra's Gift

Part 3: Conclusion: A Sour Taste at the Salty Mast?

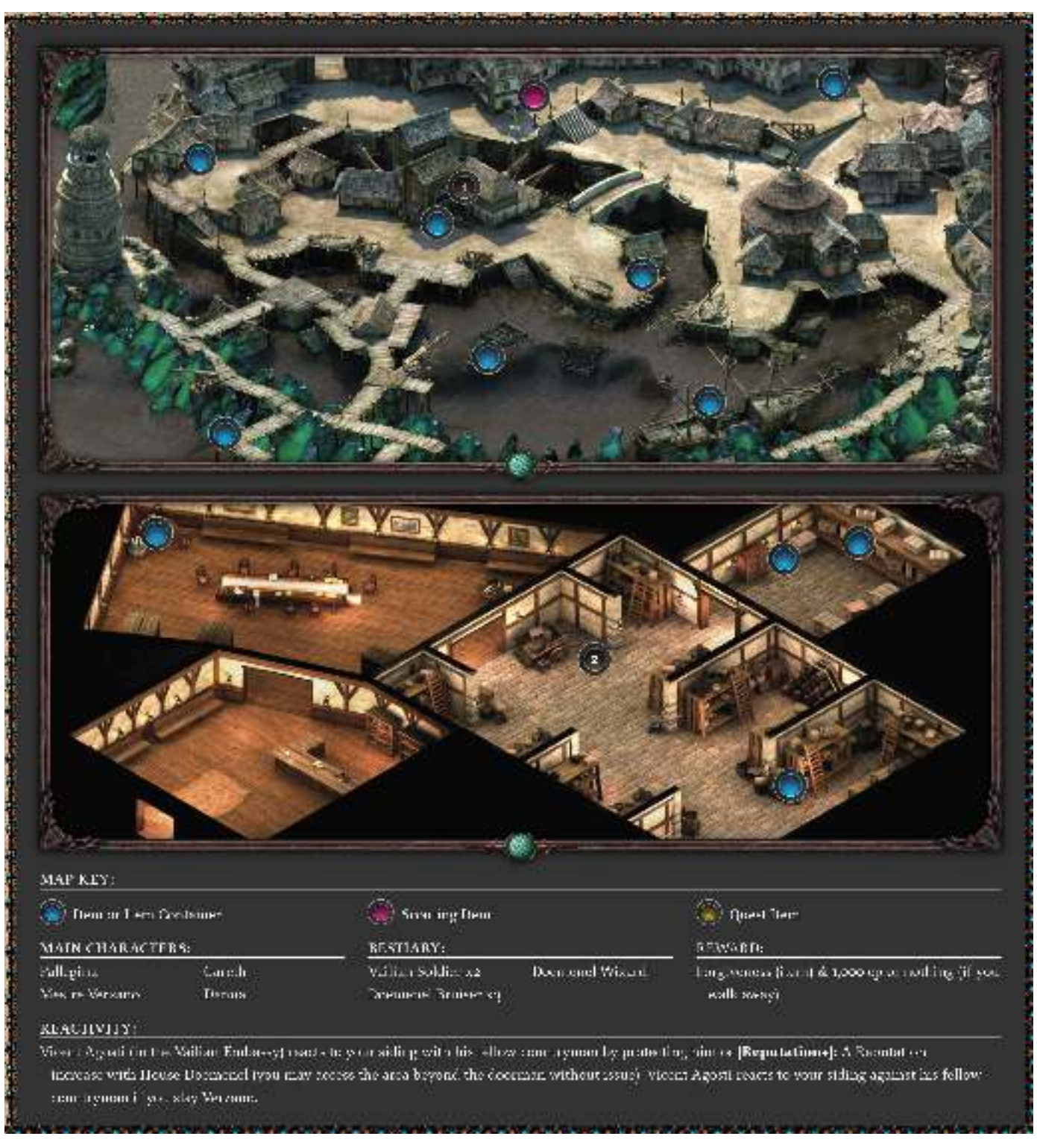
You may now finally return to Maea inside the Salty Mast **(1)** and conclude this quest. Depending upon your actions, you have differing rewards to claim. You can:



- Slay Aefre, take Aefre prisoner, or persuade her to stop harassing folk, and report back to Maea that the thugs won't harass her anymore.
  - **Reward:** 600 cp
  - **Reactivity:** An increase in nobles is seen inside the Salty Mast.
- Return to Maea and use threats or persuasion to lower her prices.
  - **Reward:** Nothing



Act II: Side Quests
At All Costs



Part 1: Special Delivery

Ondra's Gift

Vailian Trading Company

While you're visiting Ondra's Gift, stroll along the wharf by the water's northern edge. Amid the bustle you may be stopped by Pallegina, who is up in arms about the Vailian Trading Company she is part of. At your leisure, enter the Company building **(1)** and speak to Mestre Verzano **(2)**. His couriers have been having a terrible time delivering goods recently (they keep getting robbed), and he's hoping you might be able to help. Any potential thieves would look twice before challenging you. Agree to this, and your quest updates.

New Quest: At All Costs

Objective: Deliver the package to Gareth in Copperlane

Copperlane

Goose and Fox Tavern

Gareth: A man skulks near the bar. He seems like he's trying to blend in with the wood panelling, and he watches the other patrons out of the corner of his eye. He gives you a quick nod when you approach.
1>: "Verzano has a delivery for you."
2>: "What do you do here?"
3>: "Goodbye."

Journey to Copperlane and visit the Goose and Fox Tavern **(3)** on the eastern side of town. Among the actors and other patrons of this establishment is the shifty-looking Gareth **(4)**, standing at the bar near the stairs. Approach and let him know of the delivery. He tells you he's afraid of the Doemenels and their "exclusive" rights to sell certain merchandise: the pouch you just delivered!

Just as the conversation ends, the tavern doors swing open, and in swaggers a quintet of highly armored and armed folk led by a woman named Danna. After a threatening chat with Gareth, she turns her attention to you. She's not happy with your actions but may forgive you if you help House Doemenel by killing Verzano. You may respond with a noncommittal, threatening, or agreeable response. But your actions back at the Trading Company will show Danna whose side you are on.

Quest Updated

Objective: Return to Verzano in Ondra's Gift

Part 2: Conclusion: Protection or Defection

Back at the Trading Company **(1)**, you explain the previous altercation to Mestre Verzano **(2)**. Pallegina chimes in, telling Verzano she warned him about cooperating with the locals. Choose the side that you wish to fight with, as Danna and her four fighting friends have entered the premises! Begin to fight whomever you've decided to back. Then speak to either Verzano or Danna to complete this quest. Your rewards are dependent on your actions. You can:

- Protect Verzano from the Doemenels.
- Slay Verzano for the Doemenels
- Walk away and let the Doemenels handle Verzano.

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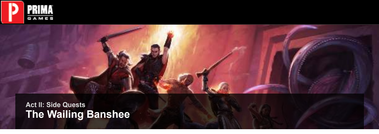
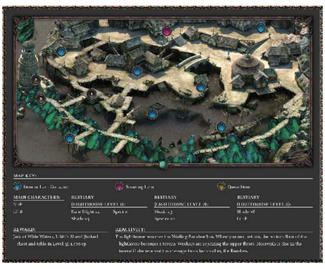


Act II: Side Quests
The Wailing Banshee



Part 1: The Howling in the Tower

Ondra's Gift

Wander onto the rickety jetties, heading toward the center of Ondra's Gift. Search out Niah **(1)**, a well-dressed woman who enthusiastically asks if you're interested in some construction work. She tells you that the place is haunted, which is drastically reducing the number of workers who wish to rebuild this structure. Agree to help, and she hands you the Lighthouse Key.

New Quest: The Wailing Banshee

Objective: Go to the lighthouse

Lighthouse Level 1

From Niah's location, head southwest, then north along the dock walkways to the lighthouse entrance **(2)**.

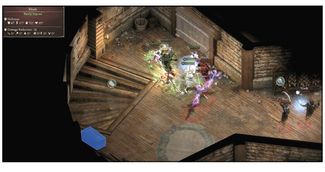
- **[Mechanics 9 and Lockpicks 10 or Mechanics 10]** Use your considerable skill to manually unlock the door.
- **[Lighthouse Key]** Or open the door using the key Niah just gave you.

Quest Updated

Objective: Find the source of the howling noise

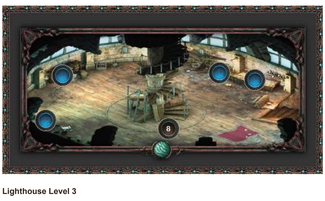
You enter the first floor through a southeast door **(3)**; there's a terrifying howling noise coming from above. Inspect this floor for items to purloin, watching for the arrival of four Rain Blights if you inspect the chest in the northeast area **(4)**. It's only when you try to enter the double doors **(5)** to the west that the first haunting occurrence begins: The doors slam, and you're ambushed by five Shades and a Specter! Defeat them, open the doors again, and ascend the steps.

Lighthouse Level 2



This has an east-west corridor where two Spectres and three Shades lurk. The stairs up are to the north, through another set of double doors. Remove any ghostly threats, then ransack the far table **(6)** to the east for an Evacuation Notice and a Lighthouse Tower Key. The key opens the double doors **(7)** with ease (otherwise you must be a master of lockpicking). You can:

- **[Mechanics 3 and Lockpicks 4 or Mechanics 4]** Use your skill to manually unlock the double door.
- **[Tower Key]** Or open the door using the key you just found on the table.



Lighthouse Level 3

Aside from the areas of this chamber to loot, your eye is drawn to the shrieking form of a Cean Gw' la in the center of the room **(8)**. This Banshee named Lilith holds some terrible secrets. You can:

Quest Updated

Objective: Deal with the Cean Gw' la

- **[Get closer]** Begin to see Lilith's spirit, which seems enraged beyond your abilities to quell. You must attack.
- **[Perception 12]** You realize that Lilith is attempting to reunite with her daughter and help her on her way. Achieve this by locating Maerwith (whose growth marks appeared on the wall on the level below the Banshee). She's in Brackenbury, on the second floor of the Charred Barrel.
- **[Attack]** Slay the deranged beast and the eight Shades.

Quest Updated

Objective: Return to Niah by the lighthouse

Part 2: The Wailing Banshee Opens for Business

Return to Niah **(9)**, and inform her that the Banshee's spirit is at rest.

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Act II: Tasks
Introduction

Tasks

Task	Start Location	Quest Giver	Advances Main Quest?
The Blade of the Endless Paths (see Extras for information)	Endless Paths Od Nua Level 2	Od Nua Level 2 (upon acquisition of Broken Blade)	No
Ferry Flotsam	Madhmr Bridge	Peregund	No
The Parable of Wael	Copperlane/Hall of Revealed Mysteries	Grimda	No
Something Secret	Copperlane	Gordy	No
Unwanted	Copperlane/Catacombs	Eorn	No
The Forgotten	First Fires/Vailian Embassy	Vicent Agosti	No
Missing Sentries	First Fires/Crucible Keep	Wyla	No
Safe Haven	Heritage Hill/Valtos Manor	Saedra	No
Cat and Mouse	Dyrford Village	Medreth	No
Nest Egg	Dyrford Village	Hendyna	No
Hard Feelings	Brackenbury/House Doemenel	Bricanta Doemenel	No
All Hands on Deck	Ondra's Gift	Marceno	No
Brave Derrin	Ondra's Gift/house?	Odda	No
Clandestine Cargo	Ondra's Gift	Imati	No
Stronghold Bounty Tasks(see Extras for information)	Caed Nua/Warden Lodge	Warden Fyrgen	No

THE ENDLESS PATHS OF OD NUA

The Endless Paths' quests and tasks can be unlocked in Act II. This includes the Blade of the Endless Paths task.

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Act II: Tasks
Ferry Flotsam

Part 1: Lost in the Storm

Madhmr Bridge

Once you discover Madhmr Bridge and have traveled to the upper middle of the area **(1)** via the narrow dirt path, find Peregund standing at the pathway junction and speak with her. You may also ask her about the destroyed bridge (meaning you need to take a different route to Defiance Bay). For now, you must investigate the area immediately downstream of the Madhmr Bridge and look for signs of the wrecked ferry.

Travel directly south from Peregund **(2)**, heading down the steep, narrow cliff to the southwest, until you're stopped by two Looters. Slay these hostile foes, then continue (southeast) to the river's edge, where a collection of flotsam has washed up by the riverbank near the ferry's remains. It is being guarded (and stolen) by three Looters and their leader, Hanwen. You can:

Speak with Hanwen **(3)** and find out more about these Looters; they are impoverished peasants who survived the recent storm and are looking to salvage the cargo they found.

- **[Benevolent]** Offer to lie to Peregund, and let the Looters keep what they have found.
- **[Attack]** Slay these Looters and bring justice to Peregund.

Part 2: Conclusion: Rob from the Rich, or Kill the Poor

You may need to fight the Looters, then return to Peregund **(2)** to explain where her items are. Or you may wish to side with the Looters by returning to Peregund and lying to her, explaining the items are washed away. Look at the above rewards and reactivity to help you decide.

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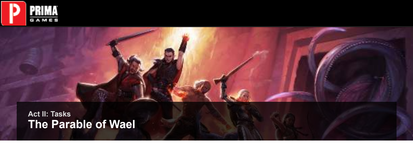
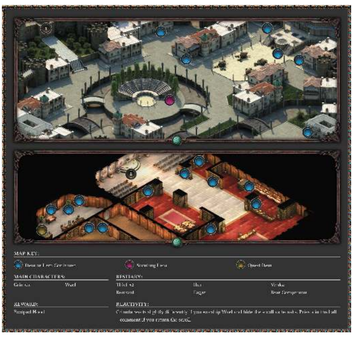


Act II: Tasks

The Parable of Wael



Part 1: Stealing from the God of Secrets

Copperlane

Hall of Revealed Mysteries

Grimda: An elderly dwarf narrows his necks. His skin looks as rough and wrinkled as a walnut. Despite his years, he manages to look down his nose at you. "You're welcome to look around, but let the priests and scriveners continue their search."
She shoots the nearest robed figure a withering glare. "Wouldn't do to give them any other excuses."
1. "What are they looking for? Maybe I could find it."
2. "Tell me about yourself."
3. "I've heard some more about Wael."
4. "Farewell."

While you're in Copperlane, visit the Hall of Revealed Mysteries (**1**). Speak to the elderly dwarf named Grimda (**2**) at the rear of the grand hall. Ask if there's something wrong, and Grimda tells you about the thieves who have made off with an ancient scroll of Wael. All she knows is that the thieves were near an abandoned farmhouse on the road to Dyrford.

New Task: The Parable of Wael

Objective: Retrieve the stolen scroll

Part 2: Down on the Farm

Woodend Plains

If you've been thoroughly searching each area you move to, you should remember a small abandoned farmhouse (**3**) guarded by Phantoms in the southwest corner of Woodend Plains. Head there at once. The Phantoms have been slain, replaced by six thieves whispering about their next plan of action. They can't be reasoned with; slay them all, including their Bear Companion. Once all are twitching on the grass, inspect their corpses. Iben holds the Scroll of Wael.

When the scroll is in your possession, a voice booms in your head, "You have found it. Now lose it again." The voice explains that the theft was not an accident. Their purpose is the hunt itself. The scrolls are meant to be lost and found. The voice asks you to take it to the Black Meadow and bury it in the drake that faces east.

Task Updated

Objective: Return to Grimda in Copperlane

Part 3: Conclusion

Black Meadow

You can now choose to return the scroll to Grimda or do as the voice suggests and bury it in Black Meadow. If you bury it, head along the scorched pathway in the middle of the meadow until you reach the easternmost drake skeleton (**4**). Place the scroll under its skull. You will still need to return to Grimda…

Copperlane

Hall of Revealed Mysteries

…or you can return the scroll directly to Grimda (**2**) at the Hall of Revealed Mysteries (**1**). If you hid the scroll as Wael asked, then you will have the choice to tell Grimda so when you talk to her. When you tell her this, she does not believe you. Replying with any of the three choices you are given ends in the same result: He agrees that hiding it was probably the best thing to do.

Grimda: Grimda glares down her spectacles. "Bear translation, I see."
1. "I found the scroll, but Wael asked me to hide it again."
2. "I've been busy about the missing scroll."
3. "Tell me about yourself."
4. "I've heard some more about Wael."
5. "Farewell."

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Act II: Tasks
Something Secret

Part 1: Sharp Implements for a Small Child

Copperlane

Locate the small street urchin Gordy **(1)** in the southwest part of Copperlane, close to one of the wooden bridges and city gates. Converse with him, and steer the conversation in any direction. Gordy tells you he knows a place where people hide "really special things." He said he'd show you where if you return with a March steel dagger.

New Task

Objective: Find the March steel dagger

Part 2: Bartering with Two-Tone Weaxel

Gordy has told you about a merchant selling weaponry near the Expedition Hall. This is Igrun **(2)**, and he's easy to find in the northeast part of Copperlane, plying his wares at the market. Talk to him about the dagger specifically. He already knows the child wants this blade, but he's sold it to a pack of adventurers. Some light interrogation reveals the group was headed to the Goose and Fox.

Head to the bustling tavern **(3)** on the eastern side of town and enter. No roving band of adventurers is found on the ground floor, so head up the stairs and locate Two-Tone Weaxel and his band of fellows on the bedroom landing. You can:

- **Barter:** Trade with Weaxel for the blade. He wants 100 pands for it. You can:
- **[100 pands]** Pay him, and obtain the dagger.
- **[Intellect 12, or Resolve 14, and 50 pands]** Explain that the dagger isn't worth that much and settle on 50 pands.
- **[Attack]** Take the dagger by force, for free. Expect combat with five foes who aren't your usual fodder.

Task Updated

Objective: Return to Gordy in Copperlane

Part 3: Conclusion: Secret Stones Under the Amphitheater

Locate Gordy **(1)** again, and hand over the dagger (with any conversation choice you wish) to complete this task. He dutifully tells you of a loose stone near the amphitheater that he's seen folk hiding valuables in. Though the task is over, you may head to the amphitheater at any time, start to scout, and locate the loose flagstone shown on the map.

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Act II: Tasks
Unwanted

Part 1: Eorn the Forlorn Orlan

Copperlane

Copperlane Catacombs

While exploring the Copperlane Catacombs **(1)**, specifically the dangerous corridors where the Trolls roam (to the south and east), you find an open door leading to a large crypt chamber. Inside is a campfire merrily burning and a forlorn-looking Orlan **(2)**. Press him for information on his current state, and he explains he accidentally killed someone and the Crucible Knights are after him.

You can:

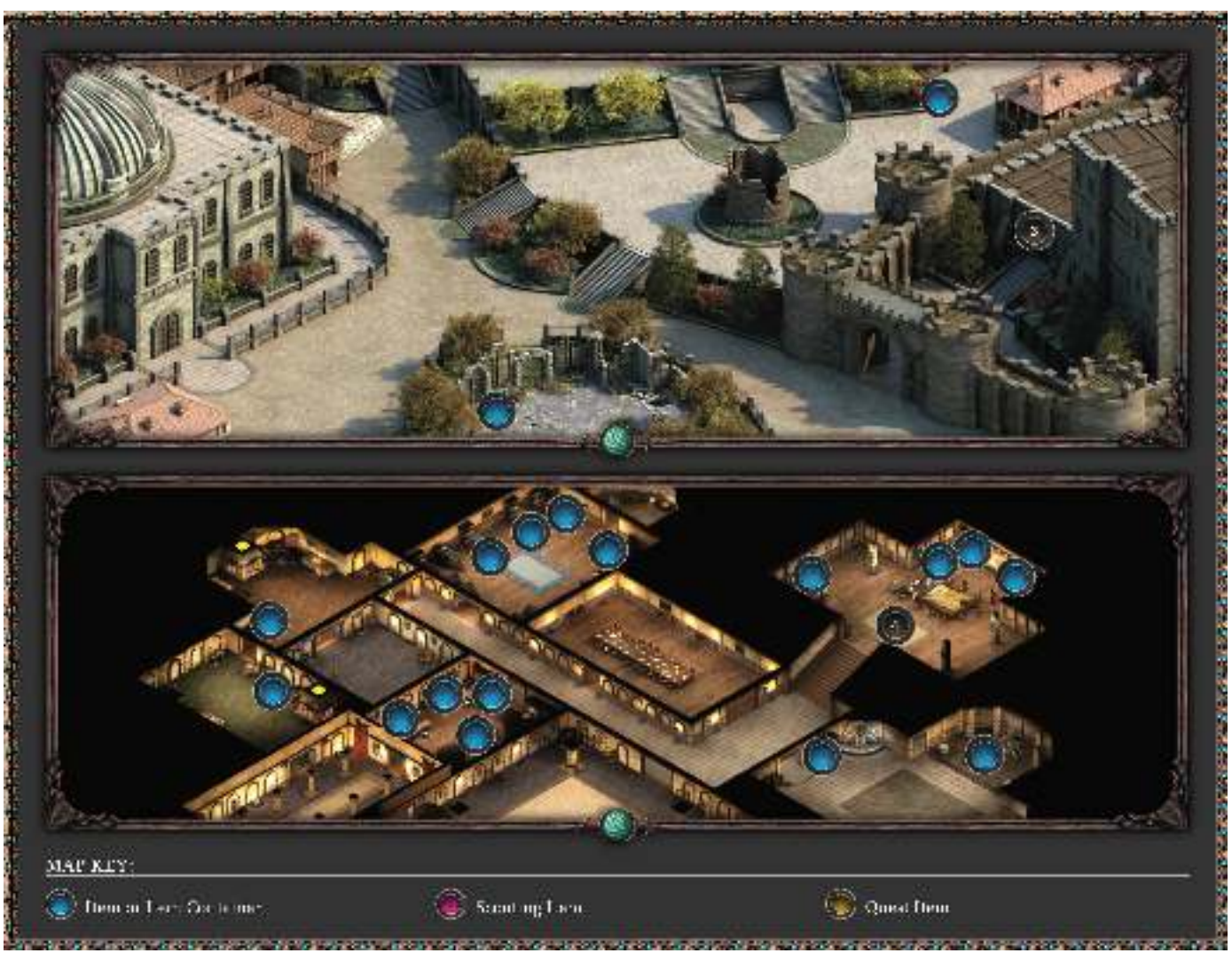
- Tell him his secret is safe with you, and leave him alone.
- Tell him he's coming with you to face Duc's justice; he refuses and this ends in a fight.
- **[300 pands]** Pay him enough for his safe passage away from Defiance Bay.
- **[Attack]** Or commence justice without the approval of the Knights and slay Eorn.

New Task

Objective: Report to Crucible Keep (if Eorn is slain)

Objective: Decide Eorn's fate (if Eorn is alive)

First Fires



Crucible Keep

Maneuver across to First Fires and enter Crucible Keep **(3)**. Then head to the war room **(4)** if you're siding with the Knights, and inform them of your actions regarding Eorn.

Part 2: Conclusion: Eorn's Fate

This task concludes once you make either of the following choices:

- Kill Eorn, or inform the Crucible Knights where he is.
- Help Eorn escape by paying the money for safe passage.

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Act II: Tasks
The Forgotten

Part 1: Stopping the Relic Raiders

First Fires

Vailian Embassy

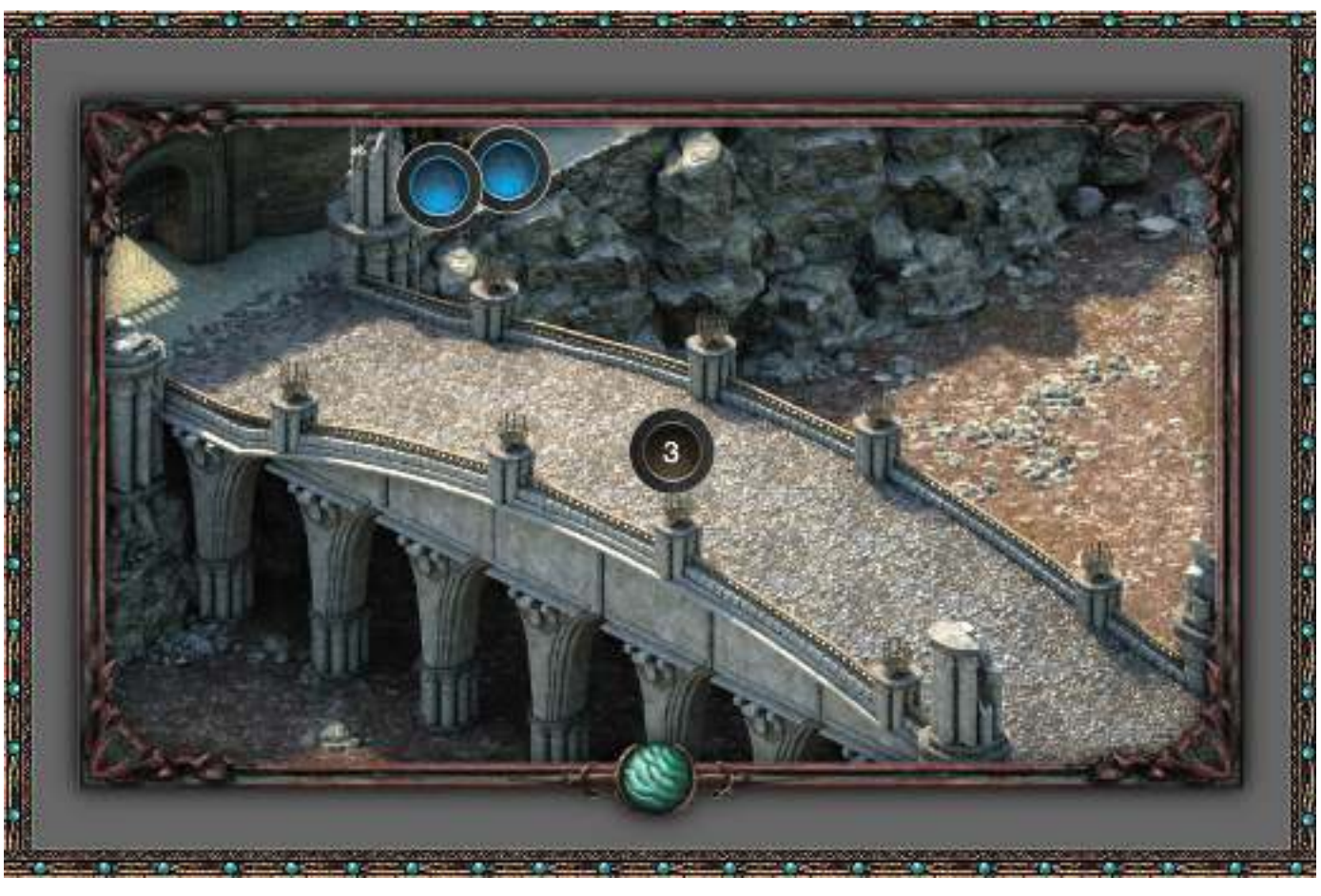
While you're in First Fires, visit the imposing Vailian Embassy **(1)** to the southwest, and speak with Vicent Agosti **(2)** in the main hall. Steer the conversation toward the smuggling problems he's been having, and agree to help stop the clandestine sales of Engwithan relics. The buyers are a party of adventurers known as the Forgotten.

New Task: The Forgotten

Objective: Go to Aedelwan Bridge

Part 2: Dealing with the Forgotten

Aedelwan Bridge



Task Updated

Objective: Pose as Mestre Barcozzi's buyer at Aedelwan Bridge

BEEF UP

Should the pretense fail (and it will), you may wish to bolster your fighting potential (and number of companions) before meeting with the Forgotten, as this fight can be fraught with danger!

Begin to cross the Aedelwan Bridge **(3)**. Orimanth Hassan, leader of the Forgotten, stops you. Start a careful series of conversations, where the specifics of the smuggling occur. Though suspicious, Orimanth agrees to the deal—that is, until the sixth member of his entourage sprints in to scupper the deal. This leads to one inevitable conclusion: Fight!

Part 3: Conclusion: The Long Forgotten

When this protracted battle is over, search the corpses of the adventurers, including the body of Orimanth, for your task reward. Return to inform Vicent Agosti **(2)** of your actions.

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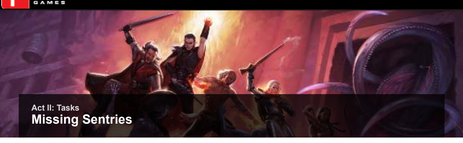


Act II: Tasks
Missing Sentries

Part 1: Notable Absences at Heritage Hill

First Fires

Crucible Keep

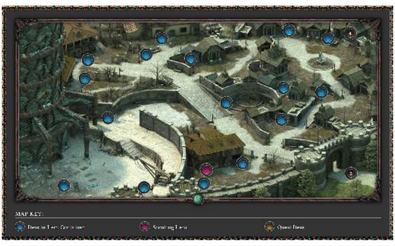
Wyla: The Justiciar's gaze flicks over to you briefly before returning to the novitiates gathered in the training area.
"If this is about parcels, my novitiates are already stretched to their limit. Between the refugee influx and the mess at Heritage Hill, I simply don't have any units to spare."
After a pause, she looks over at you again. "I'm sorry, was there something else you need?"
1 - "Is something wrong at Heritage Hill?"
2 - "What do you do here?"
3 - "Farewell."

While you're exploring the interior of the grand Crucible Keep, visit the large training area and speak with Wyla **(2)**. Though abrupt, she informs you of some lost novitiates if you ask about Heritage Hill. She already lost one of her finest commanders during recent skirmishes with the flesh-eating undead. Offer to help her find the location of her missing men.

New Task: Missing Sentries

Objective: Enter Heritage Hill

Part 2: Crypt of the Commander



Heritage Hill

During your main quest, you gain entry to Heritage Hill **(3)** and must fight the shambling undead as you search this fetid, mist-filled place. The task updates when you gain entry.

Task Updated

Objective: Find the missing guards

The situation calls for delicate negotiations, as Leyra doesn't seem to realize she's turned into a hated spectral fiend, and her men are entranced and will follow her orders to the death.

- **[Resolve 13]** Continue the conversation, offering the Clever answer and asking her how long she's been stuck here, waiting for orders. She realizes she's dead and fades from existence, freeing the enthralled men without bloodshed.
- Telling her she's a ghost and luring Crucible Knights to their deaths results in violent refusal to believe you, and she starts to attack.
- **[Attack]** Vow to slay this Spectre. A fight commences.

Locating the missing novitiates is a little trickier, as they are hidden away inside a mausoleum **(4)** in the northeastern corner of Heritage Hill. Enter this tomb, and you'll find four Enthralled Justiciars under the spell of a powerful Phantom named Leyra.

SELECTIVE TARGETING

You need to save as many Enthralled Justiciars as possible, so concentrate all your attack strength on Leyra and immobilize the Justiciars for as long as possible so you slay as few of them as possible.

Speak to a Justiciar after the battle. And send him to escape Heritage Hill if you have cleared the way.

Task Updated

Objective: Speak to Wyla

Part 3: Conclusion: Cash of the Commander

Task Updated
Missing Sentries
• Find the missing guards.
• Speak to Wyla.
Justiciar: "Ugh, I feel like I was punched in the face by an ogre. I can't wait to get back to the Keep to take a very long nap."
1 - "What happened here, anyway?"
2 - "The way to the district exit should be safe enough."
3 - "When you go, trust him to up to you."

Once the altercation with Leyra has concluded, you may wish to return to Wyla **(2)** and inform her of your success. You're given a reward dependent on the number of surviving novitiates (Enthralled Justiciars).

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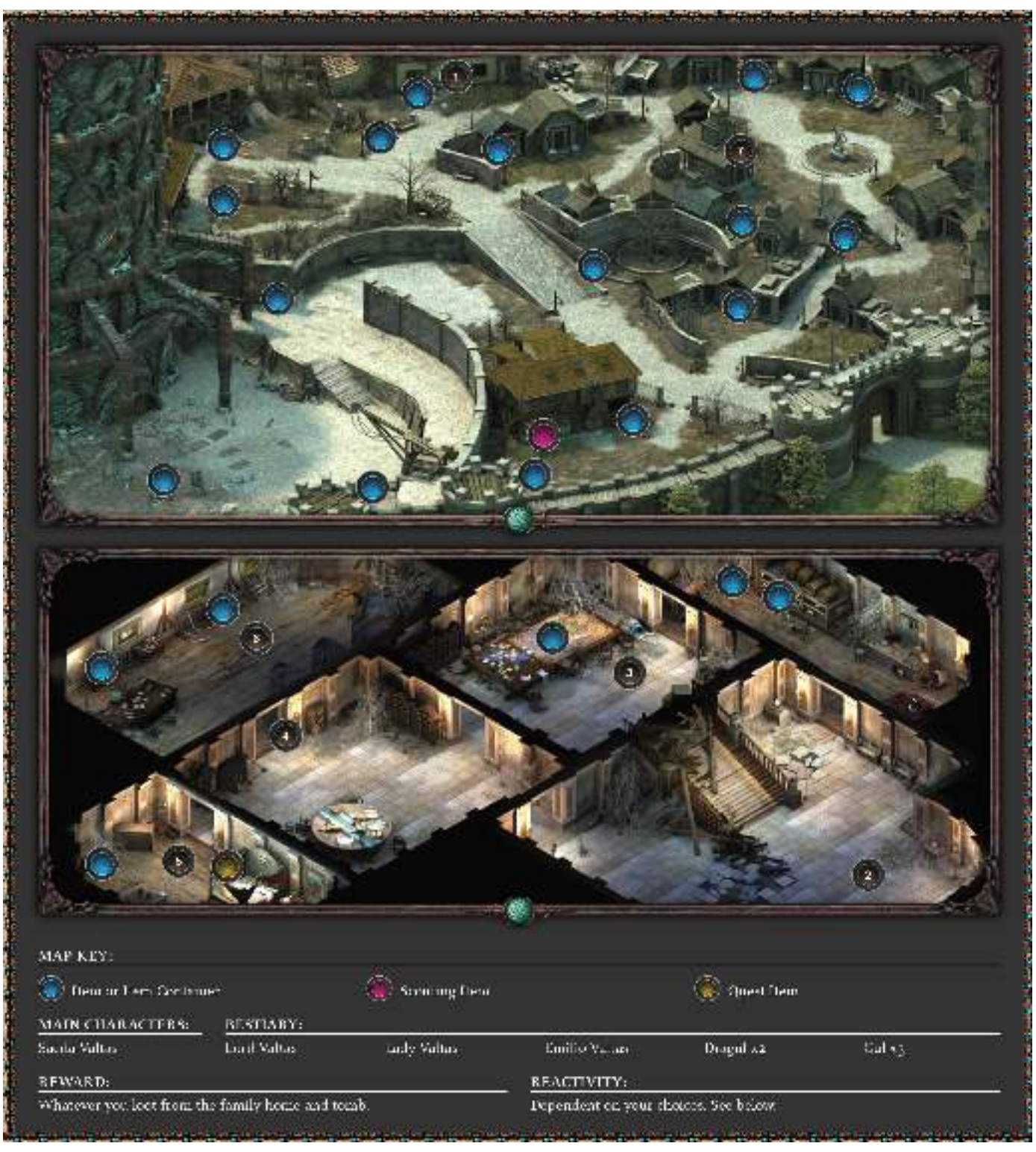


Part 1: I Hear You Knocking, but You Can't Come In

Heritage Hill

Valtas Manor

While you're slaying the rotting undead of Heritage Hill, be sure to stop in at the Valtas Manor at the north edge of this district. You enter in the anteroom **(2)**. The place is crumbling and the upstairs impassable. Head northwest, and you encounter two Darguls and three Guls **(3)**. Defeat them and enter the next room **(4)**. Here you find three Darguls hammering on a locked door, shouting for "Saeda." These are the remains of the Valtas family, and they turn on you. Slay them.

New Task: Safe Haven

Objective: Search for Saeda in the Valtas Manor in Heritage Hill

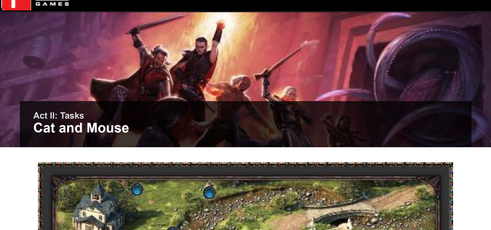
There's little except Vessel Flesh on the corpses of the Valtas clan, and the door to the northwest is locked. Check the bedroom **(5)** to the southwest, and open the bedside drawer to uncover the Valtas Manor Key. Use it to open the door **(4)** and enter the ruined ballroom **(6)**. Check the shelf for the Valtas Groundskeeper Letter, which gives you a clue to the location of a key to the family mausoleum. You can also find a Black and White Cat inside a chest in this room.

Saeda is nowhere to be found in this room, though it appears someone dug through the wall to the northeast and fled outside. The hole can't be accessed, though. Exit the manor and head east to the Valtas Mausoleum **(7)**.

Part 2: Conclusion: I Hear You Unlocking, and You Can Come In

Task Updated

Objective: Rescue Saeda from the Valtas family mausoleum



Act II: Tasks
Cat and Mouse

Part 1: Murderer on the Loose

Dyrford Village

Over on the river's western banks, just south of the Temple and close to the bridge, is a group of slightly unsavory characters led by an elf named Medreth **(1)**. Speak to him and he tells you there's a murderer loose in the village. Quiz him about his exact intentions if you wish to learn more about Nyfre (she's apparently killed dozens of children—she's an Orlan) and Medreth (he's not a fan of the Crucible Knights and isn't really official-looking).

- **[Rank 2+: Doemenels]** If you're in good standing with this faction, when you speak to Medreth, he is up front about his motives to kill Nyfre.

New Task: Cat and Mouse

Objective: Find Nyfre and lure her out to Dyrford

Part 2: Who to Help? Time to Choose

You can visit Hendyna **(2)** at her trading stall to the east and the always-unpleasant Trygil **(3)** in his mill to the northeast and ask about Nyfre, but their responses don't yield any helpful clues. So head to the tavern **(4)** in the middle of the village.

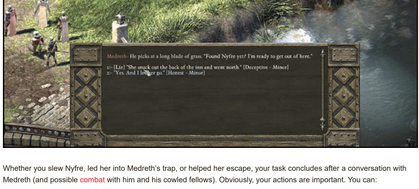
Dracogen Inn

Nyfre: "All right, all right." She raises a hand to the samsaa before turning back to you.
"My friend here thinks you could maybe help us out. Now, I'm sure you're a busy man. So I'll make it worth your time." She flips you a few coins.
"Just go take a look around town. Come back and let me know if the coast is clear or if you see any...suspicious figures."
1: [Attack] "Sorry, but Medreth made a better offer."
2: "You're pretty suspicious. What's this about?" [Rational - Minor]
3: "Someone told me you were responsible for heinous killings in Defiance Bay."
4: "Very well."
5: "I'll report back if I find anyone skulking in a cornet and cackling maniacally." [Cleaver - Minor]

Saunter over to Dengler the barkeep **(5)**. He nods to the stairs. Ascend to the upstairs bedrooms, and push open the unlocked door in front (southwest) of you. Inside, a twitchy Orlan named Nyfre **(6)** is peering out of the windows, flanked by three Hooded folk. Your conversation choices are important here. You can:

- Listen to Nyfre's side of the story, which differs significantly from Medreth's. She's a thief, but no killer. She then requests an escape route. You can:
- **[Lie]** Tell her to head west toward the Temple, so she's caught by Medreth.
- Tell her to head east and actually help her escape.
- **[Attack]** Ignore her conversation and start to attack her and her hooded bodyguards.

Part 3: Conclusion: Medreth's Chat May Be Obtuse


Medreth: He picks at a long blade of grass. "Found Nyfre yet? I'm ready to get out of here."
1: [Lie] "She snuck out the back of the inn and went north." [Deceptive - Minor]
2: "Yes. And I have got..." [Honest - Minor]

Whether you slew Nyfre, led her into Medreth's trap, or helped her escape, your task concludes after a conversation with Medreth (and possible combat with him and his cowled fellows). Obviously, your actions are important. You can:

- Slay Nyfre at the tavern, return to Medreth, and tell him you finished the job for him.
  - **Reward:** 1,000 cp
  - **Reactivity [Reputation+]:** You receive a small increase in Reputation with the Doemenels.
- Slay Nyfre at the tavern, return to Medreth, choose evasive conversations, and slay him and his men.
  - **Reward:** Nothing
  - **Reactivity [Reputation-]:** You receive a small decrease in Reputation with the Doemenels.
- Lie to Nyfre at the tavern by telling her to head toward Medreth. Return to Medreth and tell him this.
  - **Reward:** 1,000 cp
  - **Reactivity [Reputation+]:** You receive a small increase in Reputation with the Doemenels.
- Lie to Nyfre at the tavern by telling her to head toward Medreth. Return to Medreth and kill him too (as he's a Doemenel).
  - **Reward:** Nothing
  - **Reactivity [Reputation-]:** You receive a small decrease in Reputation with the Doemenels.
- Tell Nyfre to stay in the tavern. Return and kill Medreth, then return to Nyfre and tell her she's free to flee.
  - **Reward:** Night Runner (unique fine leather armor), 750 cp
  - **Reactivity [Reputation-]:** You receive a small decrease in Reputation with the Doemenels.
- Tell Nyfre to flee to the east, then return to Medreth and kill him.
  - **Reward:** 750 cp
  - **Reactivity [Reputation-]:** You receive a small decrease in Reputation with the Doemenels.
- Tell Nyfre to flee to the east, then return to Medreth and send him chasing her in the wrong direction.
  - **Reward:** 750 cp
  - **Reactivity [Reputation-]:** You receive a small decrease in Reputation with the Doemenels. Expect an ambush from Medreth during a future trek through Woodend Plains.

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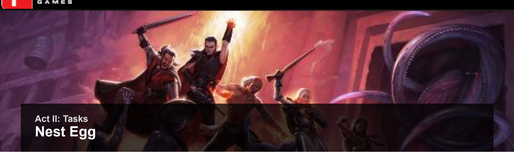

Act II: Tasks
Nest Egg

Part 1: Hatching a Plan

Dyrford Village

Hendyna: "Has the dawn made... Can't mushrooms of one sophism, so I'm with with whatever I am coming up in the wind. Dyrnga, River Reed and the like."
1: "I could get an egg for you."
2: "Show me your shiny."
3: "Never mind the egg I want to ask about something else."
4: "Farewell."

While visiting Dyrford Village, stop in at the outside trading post run by Hendyna **(1)**. Speak to her about the burn marks down one side of her face. Also ask her about her supplies, which are running low. She needs a Drake's egg from a nest to the east of town so she can make more potions. Agree to return with the egg.

New Task: Nest Egg

Objective: Get a dragon egg from Dyrford Crossing

Part 2: Juggling a Giant Egg

Dyrford Crossing

Journey east to Dyrford Crossing **(2)**, and cross the river heading southeast, toward the Ogre's Cave **(3)**. Ignore the cave, and head north along the river's eastern bank, checking the northeastern banks for some dead Wurms and three live specimens to slay. They are hovering over a dead adventurer. The group of adventurers goes by the name of the Iron Brand. They are led by an Ocean Folk named Sevis.

Head north into a rocky crag. You're stopped by a group of adventurers led by a dwarf named Norgar **(4)**. His band of fools isn't the brightest, but there are five to watch out for (unless you use Resolve in your conversation). The chat ends in combat, either with three or five of these bandits.

With the rival adventurers out of the picture, head northeast to a giant egg **(5)** nestled high in the rocky crags. Select it and scale the cliff. You can send any of your party (or yourself) to retrieve this unwieldy egg:

- **[Athletics 5]** The party member must have this rating or higher to reach the nest.
- **[Constitution 16]** The party member must have this rating or higher to climb back down with the egg. If your Constitution is less, expect to crack the egg on the way down.
- Additional options are available if you have a grappling hook in your inventory. You can use it to safely lower the egg down.

Task Updated

Objective: Bring Hendyna the dragon egg

Part 3: Conclusion: Preferred Potions

Watch for any remaining Wurms on the grassy bank to the east, and return to Hendyna **(1)** in Dyrford Village. She takes the egg and offers you the reward (see above).

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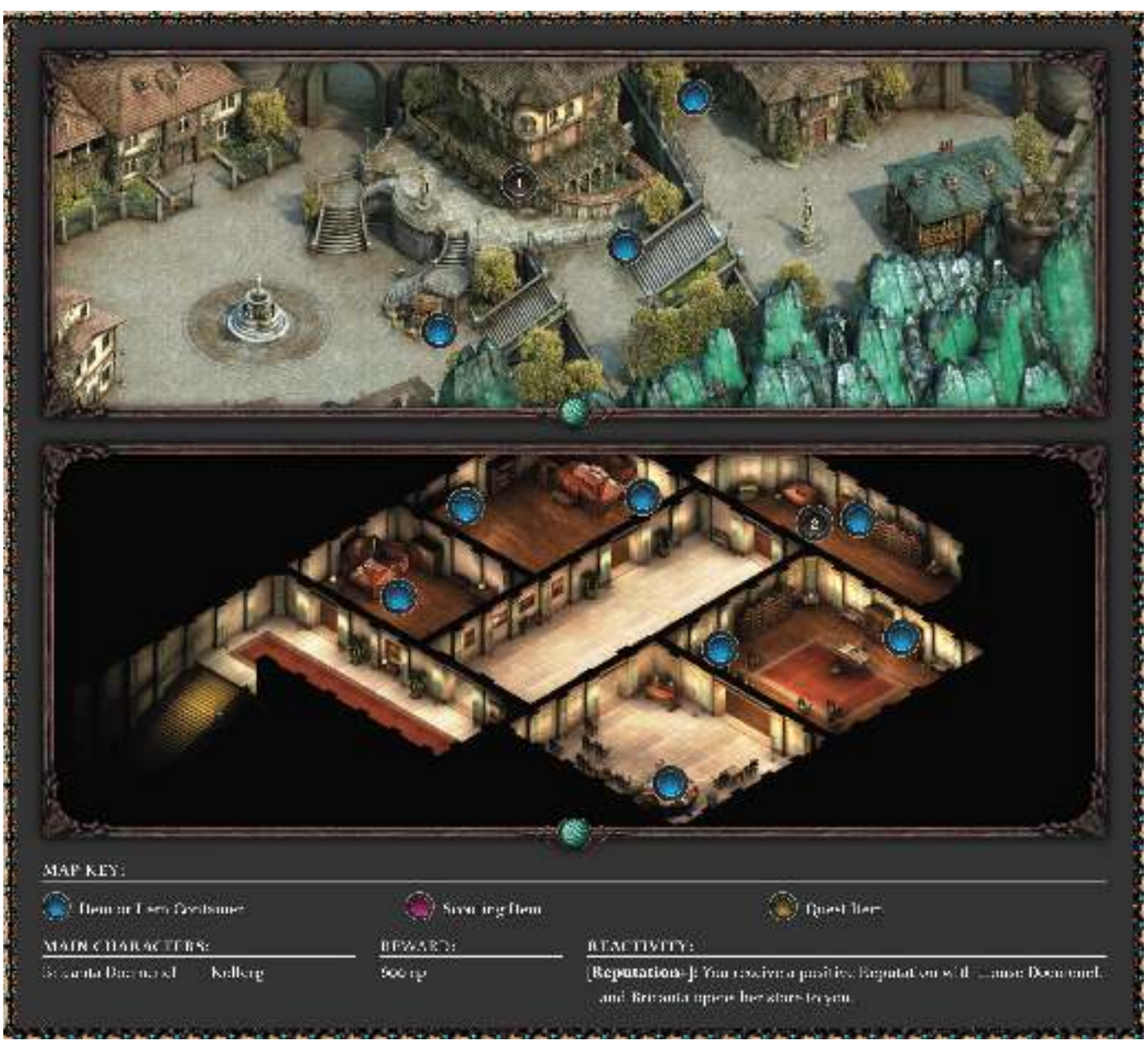
Act II: Tasks
Hard Feelings



Part 1: Insult to Injury

Brackenbury

House Doemenel: Second Floor

TIMING IS EVERYTHING

This task is optimally started before the end of Act II and while you have a neutral or positive standing with House Doemenel.

While you're visiting Brackenbury, stop in at House Doemenel **(1)**, and head upstairs. Advance along the main corridor, moving to the chamber at the very northeast of this level. Residing here is Bricanta Doemenel **(2)**, one of the unpleasant spouses of Abrecan. Speak with her, and she mentions she's a merchant but trades only with those she deems "special friends." Would you like to be one? If so, agree to the favor she requests.

Ondra's Gift

Visit Ondra's Gift, ideally starting in the northeast gate **(3)** and running west to Kolfecg's House **(4)**. Enter here. Kolfecg is nonplussed to see you. Mention you're a friend of Bricanta Doemenel, and his demeanor changes considerably. You can:

- **[Benevolent]** Tell him to flee Defiance Bay immediately, but don't harm him.
- **[Beat him up]** Use a Rational or Stoic response, and rough up Kolfecg.
- **[Attack]** Take Bricanta's orders with a little too much relish and slay Kolfecg.

Task Updated

Objective: Return to Bricanta

Part 2: A New and Special Friend

Brackenbury

House Doemenel

Return to Bricanta Doemenel **(2)** in Brackenbury, on the upper floor of her mansion. Inform her that the deed is done. Unlike most other tasks, the reward is the same no matter whether you killed, battered, or let Kolfecg flee.

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Act II: Tasks
All Hands on Deck

Part 1: A Distracted Deckhand

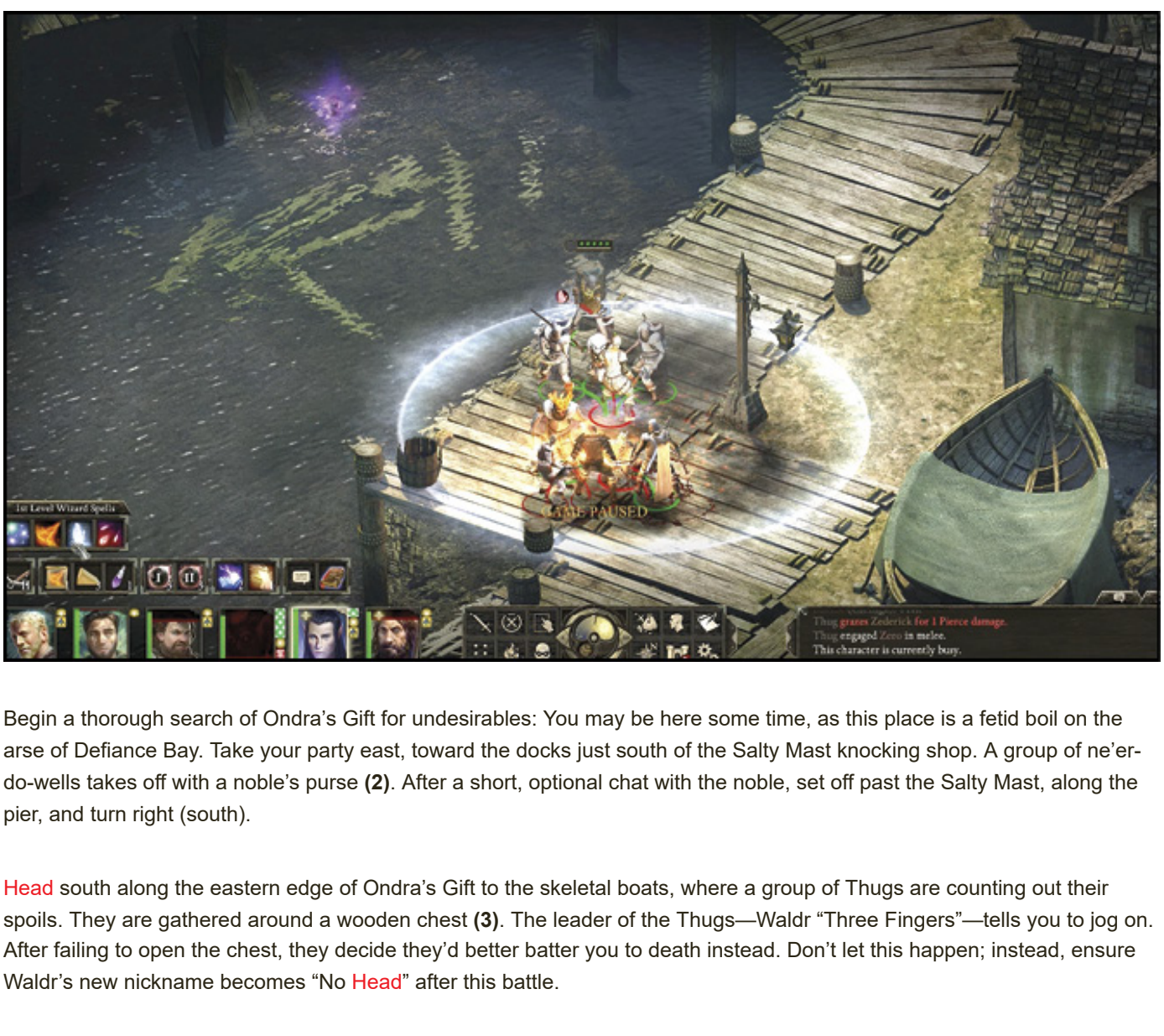
Ondra's Gift

Investigate the lone sailor named Marceno **(1)**, who stands looking a little forlorn on the southwest jetty in the docks area of Ondra's Gift. Approach and speak with him as he tells you his master's sea chest has been stolen. Only the captain's penchant for merriment has allowed Marceno to live, but he suspects he won't last long when the captain returns and realizes his treasure chest is missing. The thieves are likely still in Ondra's Gift.

Marceno: "Saw him heading towards The Salty Mast. Not really somewhere he ought to be playing. Hope you find him."
1: "Any ideas where the thieves might have taken the chest?"
2: "What makes you think I'm not from around here?"
3: "You're a sailor."
4: [Leave] "Farewell."

New Task: All Hands on Deck

Objective: Find Marceno's missing crate


1st Level Wizard Spells
GAME PAUSED
Thug grazes Zederick for 1 Pierce damage.
Thug engaged Zero in melee.
This character is currently busy.

Begin a thorough search of Ondra's Gift for undesirables: You may be here some time, as this place is a fetid boil on the arse of Defiance Bay. Take your party east, toward the docks just south of the Salty Mast knocking shop. A group of ne'er-do-wells takes off with a noble's purse **(2)**. After a short, optional chat with the noble, set off past the Salty Mast, along the pier, and turn right (south).

Head south along the eastern edge of Ondra's Gift to the skeletal boats, where a group of Thugs are counting out their spoils. They are gathered around a wooden chest **(3)**. The leader of the Thugs—Waldr "Three Fingers"—tells you to jog on. After failing to open the chest, they decide they'd better batter you to death instead. Don't let this happen; instead, ensure Waldr's new nickname becomes "No Head" after this battle.

Part 2: Fortanero's Fortune

Task Updated

Objective: Return to Marceno

Zederick: This sea chest bears a large, embossed sigil of a ship, and the word 'FORTANERO' beneath it in gilded letters. It's held shut by a heavy brass padlock.
1: [Take the sea chest.]
2: [Try to unlock the chest.]
3: [Leave it alone.]

Inspect the chest after looting the four Thugs. It has "Fortanero" in gilded letters on its side. You can:

- Take the sea chest. Open it and gather some of its contents for yourself. Then return to Marceno, who is right where you left him. Depending on your actions, your rewards (and Marceno's fate) are in your hands. You can:
- Return the whole chest, intact, to Marceno. The following reward is given if you ask for it.
  - **Reward:** Drinking Horn of Moderation, 300 cp
- Open the whole chest, steal the contents, bring the empty chest back, and lie that Thugs already took the items.
  - **Reward:** Captain's Hat, Fortanero's Rapier, Drinking Horn of Moderation, 300 cp
  - **Reactivity:** Return at a later date, and Marceno's corpse has been hung from the nearby ship.
- Open the chest, steal the contents, and tell Marceno he can't have anything back.
  - **Reward:** Captain's Hat, Fortanero's Rapier
  - **Reactivity:** Return at a later date, and Marceno's corpse has been hung from the nearby ship.

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Brave Derrin

Part 1: Little Boy Lost

Ondra's Gift

Weyd - His eyes are filled with shame and self-loathing. "What do you want from me?"
"Your son's missing. You'd better explain what you're doing here."
"I heard about Derrin. Are you okay?" [Benevolent - Minor]
"How can you get drunk at a time like this? Your child is missing!" [Passionate - Minor]
[Leave.]

While in Ondra's Gift, enter the house **(1)** in the northeast part of the stone dockside area. Inside this dwelling is Odda, who is beside herself with worry. Speak to her about her boy's disappearance, and she mentions Derrin left with his father, Weyd, to go fishing at the docks.

(Optional) Commence your search of Ondra's Gift by speaking to the various folk loitering around this district.

- **Imatl:** The trader (2) by the docks tells you he's a good kid, but his father is a loafer who frequents the infamous Salty Mast tavern, where you can wet more than your beak.
- **Marceno:** The local deckhand (3) standing on the jetty to the southwest tells you Derrin asked to play on his ship but was turned away. He was last seen heading toward the Salty Mast.
- **Niah:** This construction supervisor (4) standing in the central part of the docks hasn't seen or heard of this child.

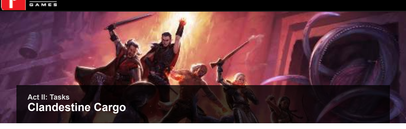
(Optional) Journey to the northeastern part of Ondra's Gift, and enter the Salty Mast brothel **(5)**. Head to the bar and locate Weyd drowning his sorrows. After some light interrogation (which can end in combat if you wish, though that isn't necessary), you learn Weyd lost track of his son and is too ashamed to return home.

Part 2: Little Boy Found

LOW TIDE

For this next part of the task, you must be in Ondra's Gift when the tide is out and the shallower parts of the docks can be accessed. It's a good idea to have the Clandestine Cargo task active at the same time, as that involves searching the same muddy shore. If the tide in Ondra's Gift is high, simply leave and return until the water lowers enough for you to access the mud (usually during the day).

Return at low tide, and descend the dock steps just south of the Salty Mast. Head northeast, to the tiny corpse half buried in the silt **(6)**. The hands of Derrin still clutch a dagger. Reach toward the soul, and relive Derrin's final moments. Speak to his



Act II: Tasks

Clandestine Cargo

Part 1: The Shallow Water Scepter

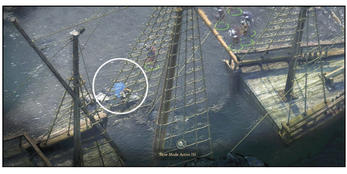
Ondra's Gift

While you're exploring Ondra's Gift, visit the old deckhand named Imall **(1)** in the upper central part of the district, by the shallow waters of the docks. Speak to him about the area and the recent shipwreck he was part of. He mentions three missing pieces of a broken Engwithan scepter and an animancer who might be willing to buy the artifact if all the pieces were found and assembled.

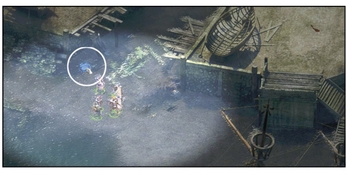
THE TIDE IS HIGH

For this next part of the task, you must be in Ondra's Gift when the tide is out and the shallower parts of the docks can be accessed. It's a good idea to have the Brave Dermi task active at the same time, as that involves searching the same muddy shore. If the tide in Ondra's Gift is full, simply leave and return when the water lowers enough for you to access the mud (usually during the day).

With the tide out, begin your search. You will go up against some serious resistance while on your search in the shallow water. You'll battle three Animats and two Rain Blights in each location. You find the three pieces of scepter in the following places:



- **Engwithan Scepter Spike:** In a barrel (2), half buried close to the sunken galleon, just south of the steps down from the docks near the Salty Mast.



- **Engwithan Scepter Base:** Inside a half-submerged crate (3) by the broken wooden bridge at the mouth of the inlet bay with the stone walls.

- **Engwithan Scepter Shaft:** In the half-submerged crate (4) close to the deeper water, just south of the steps adjacent to Imall's dockside position.

Part 2: Conclusion: Arrangements for the Artifact

Task Updated

Return to Imall with the scepter pieces

Imall: He scoops your money and gives you the opal. It's still warm from his hands. "You'll want to go to the Brackenbury Sanitarium and find Nans. She'll know more about this artifact, and I know for a fact she's bought them from me one time before."
1. "I already found the missing pieces."
2. "Where is the Sanitarium?"
3. "How can you assess some? He was carrying a large chest"
4. "How's business?"
5. "Tell me about Ondra's Gift."
6. "Small dockside sound like a Dwemoodan name."
7. "Farewell."

Now return to Imall **(1)**, and speak to him about your collected parts. He offers you the opal (completing the scepter), as well as the name of someone to buy it from you, but he requires 200 copper pieces. You can:

- **[Give 200 cp]** Hand over the monies and obtain the completed scepter.
- **[Give 100 cp]** Barter him down to 100 cp.
- **[Might 14 or Dexterity 14]** Barter him down more using your appropriate skill.

Brackenbury

Sanitarium

Task Updated

Objective: Take the scepter pieces to Nans in the Brackenbury Sanitarium.

Nans: Nans examines the scepter, her eyes hooded by crinkled flesh. "Imall told you true. I'll buy this. Unfortunately, a broken scepter isn't as valuable as he may have led you to believe." She strafes a glance at your face, but her fingers never ceased the piece in her hands.
"I'll take it off you for five hundred."
1. "Perception 14" "You say a little too excited. What aren't you telling me?"
2. "Agreed."
3. "I'll think about it."

Leave Ondra's Gift, and return to the Sanitarium **(5)** in the northwest corner of Brackenbury. Inside, head into the north chamber of books and fine furnishings to speak with the elderly woman named Nans **(6)**. Inform her that Imall sent you, and she attempts to hoodwink you into parting with it for 500 copper pieces. You can:

- **[Perception 14 or Lore 4]** Use your wits or knowledge to raise her offer or reassemble the scepter pieces.
- Agree to sell for the price.

Once the bargaining is over, so is this task, and you receive the rewards.

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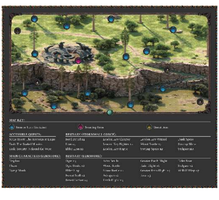
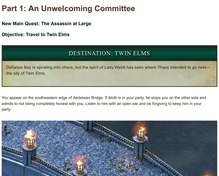




Part 1: An Unwelcoming Committee

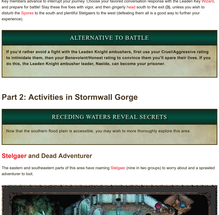
New Main Quest: The Assassin at Large

Objective: Travel to Twin Elms

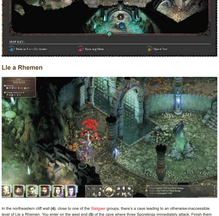
DESTINATION: TWIN ELMS

Defiance Bay is spiraling into chaos, but the spirit of Lady Weib has seen where Thass intended to go next—the city of Twin Elms.

You appear on the southeastern edge of Aedelaan Bridge. If Aloth is in your party, he stops you on the other side and admits to not being completely honest with you. Listen to him with an open ear and be forgiving to keep him in your party.



Continue to the World Map. Choose Stormwall Gorge, and enter this area (1). Be aware that any previous foes (such as the Feral Druids on Lismor) that you killed could have repopulated the landscape. Journey southeast along the main path until you reach the junction with the gorge cliff path, then descend (2).



The water has drained from the southern part of this area, but there's little time to admire the scenery: a group of Leaden Key members advance to intercept your journey. Choose your favored conversation response with the Leaden Key Wizard, and prepare for battle! Slay these five foes with vigor, and then gingerly Hand south to the exit (3), unless you wish to disturb the Spores to the south and plentiful Stalagami to the west (defeating them all is a good way to further your experience).

ALTERNATIVE TO BATTLE

If you'd rather avoid a fight with the Leaden Knight ambushers, first use your Cruel/Aggressive rating to intimidate them, then your Benevolent/Honest rating to convince them you'll spare their lives. If you do this, the Leaden Knight ambusher leader, Nannis, can become your prisoner!

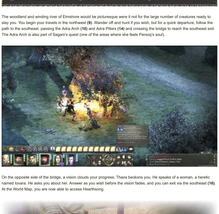
Part 2: Activities in Stormwall Gorge

RECEDING WATERS REVEAL SECRETS

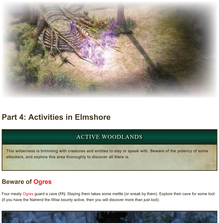
Now that the southern flood plain is accessible, you may wish to more thoroughly explore this area.

Stelgaer and Dead Adventurer

The eastern and southeastern parts of this area have roaming Stelgaer (mine in two groups) to worry about and a sprawled adventurer to loot.

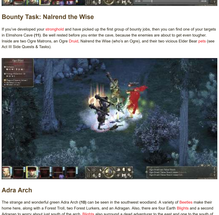


Lle a Rhemen

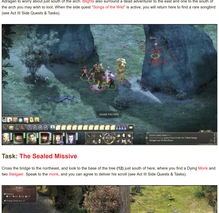


In the northeastern cliff wall (4), close to one of the Stelgaer groups, there's a cave leading to an otherwise-inaccessible level of Lle a Rhemen. You enter on the west end (5) of the cave where three Spoorlings immediately attack. Finish them and move into the large chamber to the east (6). Here you battle the two Trolls and Marsiegus. Luckily the narrow balcony allows you to take them on one at a time. Enter Scrubug mode to find the purple highlighted brick on the east wall. This triggers a wall to lower, revealing a small room (7) with a chest that has a nice prize inside. Finally, defeat the three Spoorlings in the small room to the south (8) and inspect the bricks to claim another wearable prize. Exit the cave and continue on your quest.

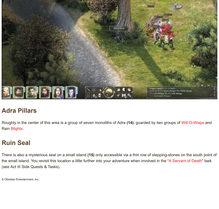
Part 3: To the Bridge at Elmshore



The woodland and winding river of Elmshore would be picturesque were it not for the large number of creatures ready to slay you. You begin your travels in the northwest (9). Wander off and hunt if you wish, but for a quick departure, follow the path to the southeast, passing the Adra Arch (10) and Adra Pillars (11) and crossing the bridge to reach the southeast exit. The Adra Arch is also part of Sagani's quest (one of the areas where she feels Pamaya's soul).



On the opposite side of the bridge, a vision clouds your progress. Travis beckons you. He speaks of a woman, a heretic named Iovara. He asks you about her. Answer as you wish before the vision fades, and you can exit via the southeast (**10**). At the World Map, you are now able to access Hearthsong.



Part 4: Activities in Elmshore

ACTIVE WOODLANDS

This wilderness is brimming with creatures and entities to slay or speak with. Beware of the potency of some attackers, and explore this area thoroughly to discover all there is.

Beware of Ogres

Four meaty Ogres guard a cave (**11**). Slaying them takes some mettle (or wreak by them). Explore their cave for some loot (if you have the Nalrend the Wise bounty active, then you will discover more than just loot).

Bounty Task: Nalrend the Wise

If you've developed your stronghold and have picked up the first group of bounty jobs, then you can find one of your targets in Elmshore Cave (**11**). Be well rested before you enter the cave, because the enemies are about to get even tougher. Inside are two Ogre Matrons, an Ogre Druid, Nalrend the Wise (who's an Ogre), and their two vicious Elder Bear pets (see Act III Side Quests & Tasks).

Adra Arch

The strange and wonderful green Adra Arch (**10**) can be seen in the southwest woodland. A variety of Beetles make their home here, along with a Forest Troll, two Forest Lurkers, and an Ashigan. Also, there are four Earth Blights and a second Ashagan to worry about just south of the arch. Blights also surround a dead adventurer to the east and one to the south of the arch you may wish to loot. When the side quest "Songs of the Wild" is active, you will return here to find a rare songbird (see Act III Side Quests & Tasks).

Task: The Sealed Missive

Cross the bridge to the northeast, and look to the base of the tree (**12**) just south of here, where you find a Dying Monk and two Stelgaer. Speak to the monk, and you can agree to deliver his scroll (see Act III Side Quests & Tasks).

Adra Pillars

Roughly in the center of this area is a group of seven monoliths of Adra (**14**), guarded by two groups of Will-O-Wisps and Rain Blights.

Ruin Seal

There is also a mysterious seal on a small island (**15**) only accessible via a thin row of stepping-stones on the south point of the small island. You revisit this location a little further into your adventure when involved in the "A Servant of Death" task (see Act III Side Quests & Tasks).

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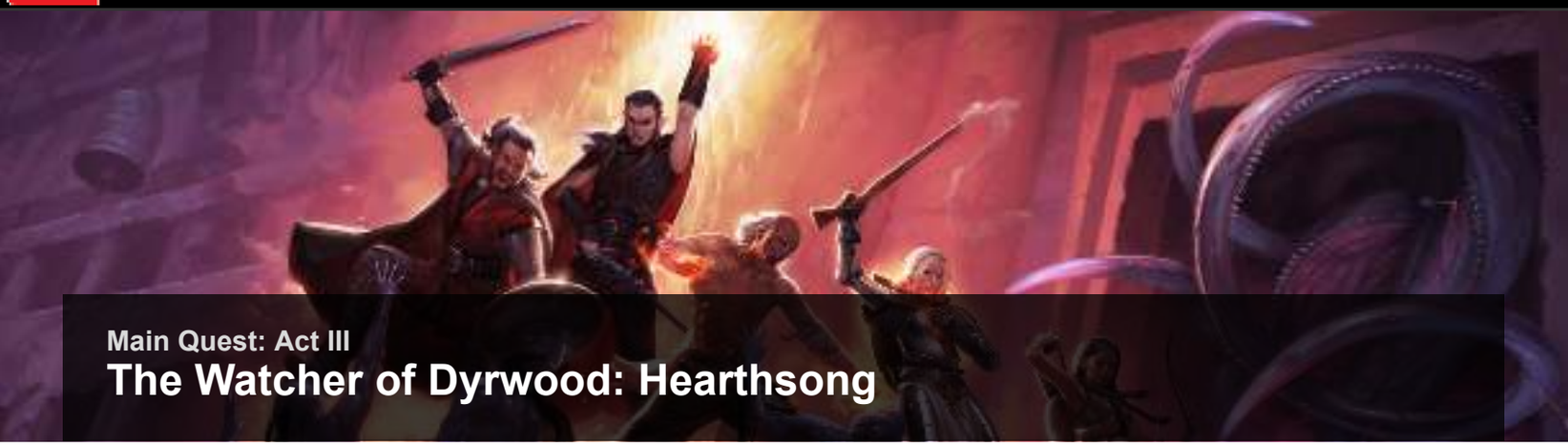

Main Quest: Act III

The Watcher of Dyrwood: Hearthsong

Part 1: Safe Passage

Quest Updated: The Assassin at Large

Objective: Search Twin Elms for signs of Thaos

TWIN ELMS DISTRICT: HEARTHSONG

Hearthsong is the name the Glanfathans gave to the southernmost district of Twin Elms. Expect the typical sod roofs and wooden walls of Glanfathan construction, built over the ancient ruins of a large Engwithan city.

You enter Hearthsong from the southwest, where the warrior guarding Palisade Gate **(17)** greets you. He tells you that you are free to explore Hearthsong, but can tread no deeper into Twin Elms. Before continuing in, ask him about the Builders, the area, and why your movements are restricted. You receive a clue to speak to someone within the Passage of the Six **(18)**, this area's focal structure.

Just inside the front gate, speak to one of the concerned tribesman. He tells you about a foreigner who broke into the forbidden districts, Teir Evron, the tower under the giant elms. Pick his brain and then move on. This tacks an addendum onto the main quest.

As you explore the area, you can visit the market **(19)** and find a variety of items to buy from the many different vendors. You can meet and speak to Alarhî in her home **(20)** near the north exit if you have started the "Hard Bargain" quest. Otherwise, you will find her at The Market. Talk to the Protector guarding the passage to the Oldsong district, and he suggests you find one of the Anamenfath in the Passage of the Six if you want to get past him. This updates the main quest.

Main Quest: The Assassin at Large

Objective: Seek audience with the Anamenfath in the Passage of the Six

Passage of the Six

The building known as the Passage of the Six **(18)** is in the middle of the village. Once inside, pass the group of tribesfolk, and move to the rear of the longhouse, where Anamenfath Bethwl stands, flanked by her two Glanfathan guards.

As you approach, you sense something else in this hall—the spirit of an Orlan man, who you deem to be Anamenfath's ancestor. He wants you to reason with five other Anamfatha—two more Orlans, a dwarf, and two elves. Speak to him about any topic you wish (i.e., visiting the other districts, who you're looking for, and the other Orlan). You enter another vision, after which it is agreed that you may continue to explore all the districts.

You may ask additional questions, including information on the six tribes and the totems related to them that are displayed in this longhouse. Anamenfath suggests you seek out the Delemgan sisters in Elms' Reach. Note that any exit out of Hearthsong into Oldsong or Elms' Reach allows you to reach the sisters in the latter district. Optionally inspect all the totems before you leave.

Quest Updated: The Assassin at Large

Objective: Speak with the Delemgan at Teir Evron in Elms' Reach

Head north to the Builders' Hearth **(23)**, which is a trio of pillars around a central stone circle and the main path north **(21)**. A Protector blocks your path, until you mention you have the blessing of the Guided Compass. You are now heading into Elms' Reach.

Part 2: Activities in Hearthsong

Orange Tabby Cat

Near a set of stairs leading up to the Builders' Hearth **(23)** is a playful orange tabby cat, which you may wish to befriend and bring with you as your companion familiar.

Celestial Sapling

Side Quest: At the Mercy of the Tribes

Side Quest: The Champion of Berath

Often overlooked in Hearthsong is the Celestial Sapling inn. In the southeastern corner of Hearthsong is Rotuk, an Ogre who operates the pulley system allowing access to this inn, where you can rest, purchase items (Camping Supplies and food), and hire adventurers (Levels 1 to 9, ranging from 250 cp to 2,250 cp). Just talk to the innkeeper, Ellitherion “Haggard Shoes” **(29)**, who’s behind the bar. Celestial Sapling also plays a part in a couple of tasks.

Task: Hard Bargain

Speak to the Vailian merchant Rinato **(27)**, who is conversing with a noble near the Celestial Sapling lift. He’s ranting about Alarhî **(20)** and how she’s selling duplicitous goods (see Act III: Side Quests & Tasks).

Speak to Cwineth **(30)** on the left balcony. She's got a problem that can be solved in the side quest "At the Mercy of the Tribes." You can also complete the Sealed Missive task by working things out with the High Monk in the room on the right **(31)**. Lastly, you can talk to the Frightened Villager **(32)** about the return of Lord Raedric and his personal challenge from beyond the grave. See Act III Side Quests & Tasks for more information.

Side Quest: Sacrificial Bloodlines (continued)

After visiting the Warrior's Hall in Elms' Reach and getting the Rusty Key, use it to unlock the door of the dwelling **(26)** near the Celestial Sapling lift; you then find an abandoned Orlan child, Vela, in a crib. Choose to take the baby and you will start the "Sacrificial Bloodlines" side quest (see Act III Side Quests & Tasks).

Side Quest: Songs of the Wild (continued)

Enter Llensi's Home **(22)**, by the stone circle, and engage with Llensi about her fondness for birds. This does not initiate the "Songs of the Wild" side quest, but she will be a pivotal player when that side quest is active (see Act III Side Quests & Tasks).

Side Quest: Hunter, Brother

Return to the Passage of the Six **(18)**. You'll encounter Ridai and her hunters inside. She wants to know what happened to her brother in the forests of Northweald. Arthwn of Elms' Reach is involved, too (see Act III Side Quests & Tasks).

Hearthsong Market

Before you leave Hearthsong, it is wise to trade and inspect the wares inside the market **(19)** in the district's northwestern corner. Enter this large circular building, and barter with the following traders:

- **Rhanet's Imports (33):** Camping Supplies, weapons and firearms, traps, tools, and potions and food.
- **Alarhî's Herbals (34):** Expect potions aplenty from this apothecary.
- **Masdên's Supplies (35):** Camping Supplies and food can be purchased here.
- **Derwn's Weapons and Armor (36):** A good variety of metal armor and weapons and a torch.
- **Tamra's Furs and Skins (37):** Natural armor offerings are available here, as are traps.

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Part 1: The Twin Seers of Elms' Reach

TWIN ELMS

The district of Elms' Reach rests under the shadow of the two towering elm trees that give the city its name. This is a place of old magic and tradition.

You enter the village via the southwest passage **(39)**. Pass by the dwellings on either side of you, and ignore the imposing wooden defenses of the Warrior's Hall **(42)** to the northeast. Instead, aim for the bridge to the northeast that crosses the river. As you approach, you witness another vision of Thaos. Continue to keep up your pretense with him, then cross the bridge.

On the opposite (northeastern) side of the bridge are the gigantic and imposing elm trees **(44)** for which this place is named. As if appearing from the very trees themselves, two identical sisters, Sidha and Rihenen, step out to greet you. After an in-depth questioning, which you can answer however you wish, the Dekregan of Elms' Reach deem you worthy.

They inform you that Thaos has broken into a subterranean Engwithian location called Sun in Shadow, blocking the route behind him. However, there is another way to reach him; you must visit the ominous Burial Isle and enter the ancient prison Breth Eamair. Unfortunately, it involves a very long drop straight down, which no mortal can survive without the aid of the gods.

Quest Completed: The Assassin at Large

New Main Quest: Council of Stars

Objective: Pray to the gods in Teir Evron

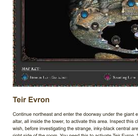
New Main Quest: Court of the Penitents

Objective: Travel to the Burial Isle

QUEST ORDER CAUTION!

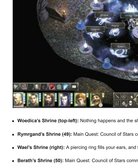
Complete Main Quest: Council of Stars now, before "Court of the Penitents."

Part 2: Gaining Favor with the Gods



Teir Evron

Continue northeast and enter the doorway under the giant elms, into Teir Evron **(44)**. You must grab a crystal from a nearby altar, all inside the tower, to activate this area. Inspect this chamber, accessing any scriptures from the bookcases that you wish, before investigating the strange, inky-black central area. Take the Luminescent Adra Shard from the container on the right side of the room. You need this to activate Teir Evron. Stand on the central island **(48)** and activate the crystal (glows blue like an item container), which reveals the cosmos and the shrines to the pantheon of gods. Now you may inspect each of the shrines to a major deity:



- **Woodica's Shrine (top-left):** Nothing happens and the shrine remains dormant.
- **Rymrgand's Shrine (49):** Main Quest: Council of Stars commences.
- **Waxi's Shrine (right):** A piercing ring fills your ears, and there is no other response.
- **Borath's Shrine (50):** Main Quest: Council of Stars commences.
- **Hylea's Shrine (51):** Main Quest: Council of Stars commences.
- **Galeawin's Shrine (52):** Main Quest: Council of Stars commences.

New Main Quest: Council of Stars

Objective: Earn divine favor

At this point, the main quests split into one of four options—the gaining of favor with one of the gods that are listening to your prayers. Depending on your actions, you may wish to tailor your choice of deity to your style of adventuring; for example, the more malevolent explorer may wish to side with Borath. You should now complete Council of Stars:

- **Rymrgand (49):** Side Quest: Into the White Void
- **Borath (50):** Side Quest: A Servant of Death
- **Hylea (51):** Side Quest: A Nest Above the Clouds
- **Galeawin (52):** Side Quest: The Old Queen and New King

SIDE QUEST HELP

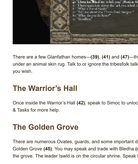
You can find help with these side quests that unlock during "Council of Stars" in Act III Side Quests & Tasks. Once you have completed the side quest(s) listed above and the main quest "Council of Stars" updates, then return to this section of the walkthrough to continue your quest.

Part 3: Activities in Elms' Reach

EXPLORATION TIP: DEFIANCE BAY NOW ACCESSIBLE

Though there are numerous locations to discover (and access to the Oldsong district), it's usually worth waiting to thoroughly explore much of this area—your future routes allow more proficient access into these areas. Also, if you've spoken to Sidha and Rihenen (the twins in front of Teir Evron), the riots of Defiance Bay have come to an end and you are free to return to trade and complete any outstanding quests you may have in these districts.

Elms' Reach Dwellings



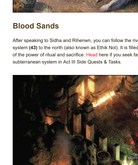
There are a few Glanfathan homes—**(39)**, **(41)** and **(47)**—that contain item containers and one **(41)** with a Scouting item under an animal skin rug. Talk to or ignore the tribedolk talking inside these dwellings (if they are occupied). Loot them if you wish.

The Warrior's Hall

Once inside the Warrior's Hall **(42)**, speak to Simoc to unlock the side quest "Sacrificial Bloodlines." See Act III Side Quests & Tasks for more help.

The Golden Grove

There are numerous Ovates, guards, and some important druidic philosophers, diviners, and herbalists hanging around the Golden Grove **(45)**. You may speak and trade with Blecha **(46)**, who sells potions. Tannen gives you further information on the grove. The leather tweld is on the circular shrine. Speak to tweld to learn more about the grove.



Blood Sands

After speaking to Sidha and Rihenen, you can follow the riverbank to the northwest and enter a giant, sprawling cave system **(43)** to the north (also known as Ethik Nol). It is filled with devotees who guide the people of Elms' Reach on matters of the power of ritual and sacrifice. Head here if you seek favor with one of the gods, or find out more about this subterranean system in Act III Side Quests & Tasks.

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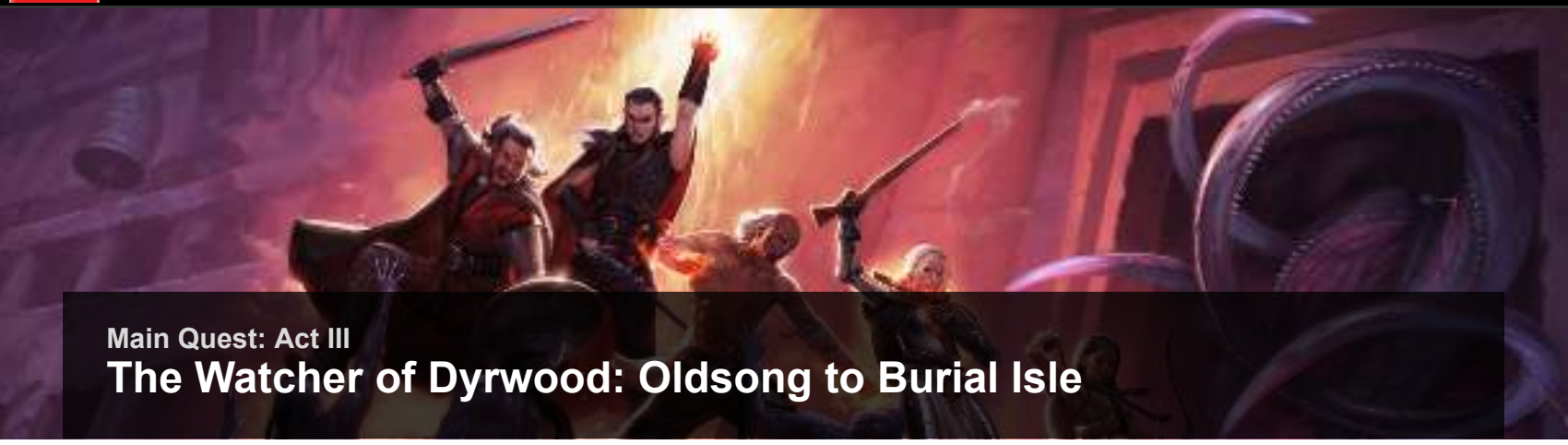


Main Quest: Act III

The Watcher of Dyrwood: Oldsong to Burial Isle

Part 1: Preparation for the Penitents

Main Quest: Council of Stars

Objective: Descend the pit in the Burial Isle to Breith Eaman

MANDATORY COMPLETION OF SIDE QUESTS!

This objective begins once you've gained favor with one of the four gods by praying to them inside Teir Evron. You should have gained favor with just one of the following:

- **Berath:** The god of Death and Rebirth
- **Hylea:** The goddess Protector of Motherhood
- **Galawain:** The god of Hunters and Clever Hound
- **Rymrgand:** God of weather, and Avenger of the Cold Winds

After choosing a god and exiting, you confront a spirit soldier and Iovara just outside Teir Evron **(44)**. Thinking you are an assassin with your eye on Iovara, the soldier, Suros, strangles you but Iovara quickly dismisses him. Lie to her with the conversation options to keep her uninformed of your true quest. She quickly dissipates afterward.

Return to Oldsong, starting from the east entrance **(53)**. Head northwest along the main dirt path, past the ruined arch of Hylea's Shrine to the narrow set of stone steps leading north **(55)**, with the Protector guarding.

Continue past these narrow steps and take the larger stone stairs to the left. Pass the large stone circle (where you see visions of people on torture racks) and work your way northwest to meet Dorvhal the boatman **(57)**. He can provide safe passage to Burial Isle. Agree to the travel.

Quest Updated: Court of the Penitents

Objective: Find the Court of the Penitents

“BY FAILING TO PREPARE, YOU ARE PREPARING TO FAIL.”

At this point, it’s a sound plan to complete the following to ensure you are fully prepared for the challenges to come:

- **Side Quests:** If you have any remaining side quests and tasks to finish, now is the best time to tie up any loose ends, including the completion of side quests involving companions.
- **Stronghold:** Continue to improve your stronghold.
- **Party Members:** Return to your stronghold and choose your preferred party members for the challenges to come.
- **Equipment:** Raise any levels, practice spells and combat techniques, and purchase your finest items for the challenges that await you.

Part 2: Activities in Oldsong

Onwen and Casfath

Speak to the two wood elves at Hylea’s Shrine **(54)**, which they set up after some incident with the dragon. They inform you that the dragon nest is perched atop the mountain in Northweald. An addendum will be added to the side quest “The Nest Above the Clouds” (if this quest is active). What appears to be a passageway at the shrine is impassable.

Access to Noonfrost and Burial Isle

There is only one way into both Noonfrost **(56)** and Burial Isle **(57)** and that’s through Oldsong.

Side Quest: Songs of the Wild

Speak to Delem **(58)** near the docks and he explains that he's looking for three songbirds. Help him out and you start the "Songs of the Wild" side quest. For more information and the locations of these rare birds, see Act III Side Quests & Tasks.

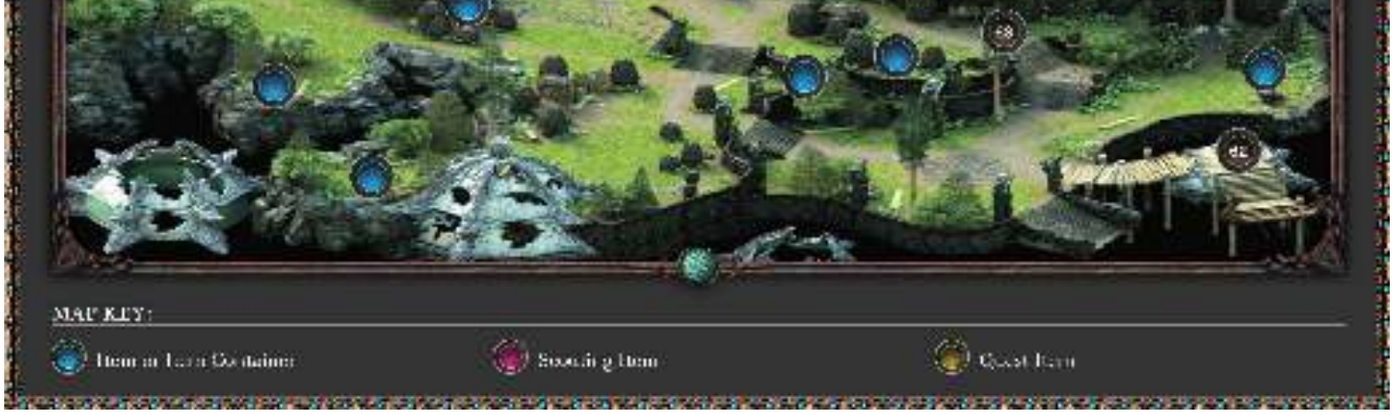
Galawain's Maw: A Side Quest Destination

Enter the Fangs' hangout **(60)** inside the mouth of a wolf carved into rock. The side quest "The Old Queen and the New King" has you traveling to this destination. For more information, see Act III Side Quests & Tasks.

Urwa's Goods

Talk to Urwa **(61)** on her large outdoor rug. She sells potions and ingredients.

Part 3 The Foul Haunters of Burial Isle



After disembarking **(62)**, head west from the jetty. You receive a flash vision of the Apostate Iovara. She informs you who you were and your connection to the Leaden Key assassins. Answer her however you wish. After this revelation, she departs, allowing you to progress through the eerie isle. Head west, up the steps **(63)**, and engage the group of Shades and Spectres by the ruined pillars. A vision of people burning on stakes occurs in a small ruin on the right as you continue forward.

Turn north, heading up more steps **(64)**, and battle the Shades, Spectres and Will-O-Wisps here. Be prepared for more combat with spirits as you continue along the northernmost path **(65)**. You can skip most fights by using the tower access that lies near the docks (protected by Menpwgra) and moving the rubble. Expect additional incursions from spirits (including a Cean Gwla) from the northwest as the path bends to the right (east). Another vision of people burning on stakes occurs in the hairpin turn of this pathway.

The path turns to the southeast. Follow it to access the grand but ruined entrance steps **(66)** up to the ceremonial pit. Some vicious Spectres and Cean Gwla guard it. Now climb the ceremonial stairs up to the obsidian darkness of the pit **(67)**.

GO WEST

You have a chance to end Hiravias quest, in the southwest section of the island. Also, looting the mummified bodies of dead anamfatha in the western regions yields some great items.

Part 4: Into the Pit

Quest Updated: Court of the Penitents

Objective: Leap into the pit

At the top of the pit, your progress is halted by a vision. Thaos appears, torturing his apostate Iovara. Through her screams, Thaos asks for knowledge of “the heretic,” but Iovara steadfastly refuses. After this vision of anguish fades, your fate is sealed. Jump into the pit. On the way down, the souls catch you, encasing you in an aura. But you are falling too quickly

d d if ll

Act III: Side Quests
Introduction

Side Quests

Side Quest	Start Location	Quest Giver	Advances Main Quest?
Sacrificial Bloodlines	Elms' Reach/Warrior's Hall	Simoc	No
Hunter, Brother	Hearthsong/Passage of the Six	Rídaí	No
At the Mercy of the Tribes	Hearthsong/Celestial Sapling	Cwineth	No
The Champion of Berath	Hearthsong/Celestial Sapling	Frightened Villager	No
Prison of Ice	Oldsong/Noonfrost	Alwah	No
Into the White Void	Elms' Reach/Teir Evron	Rymrgand	Yes
A Servant of Death	Elms' Reach/Teir Evron	Berath	Yes
A Nest Above the Clouds	Elms' Reach/Teir Evron	Hylea	Yes
The Old Queen and New King	Elms' Reach/Teir Evron	Galawain	Yes

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Act III: Side Quests

Sacrificial Bloodlines

Part 1: Kidnapping or Poisoning

Elms' Reach

The Warrior's Hall

When you enter the Warrior's Hall **(1)** in Elms' Reach, you find a warm, inviting structure full of Three-Tusk Firstblades, Warrioresses, Wilderwomen, and Wildermen with their Stelgaer companions. Head to the back of the room and speak with the grizzled old elf, Simoc **(2)**. You can ask him about Blood Sands, Three-Tusk Stelgaer, and what he does. His current business involves discussions of the Hollowborn. As you sap the conversation options, Simoc eventually tells you that they are currently fostering the Anamfath of Fisher Crane's youngest child, planning for this "bog child" to take his place. Inquire about the bog child and he eventually asks for your help. He wants the infant's soul passed to one of his own offspring and says the druids of Blood Sands have a way to do this. Accept the offer to help and he gives you the Rusty Key.

If Grieving Mother is in your party, she voices her strong dislike of where this particular quest is heading and promises that she will not stand by you if you do this evil.

New Quest: Sacrificial Bloodlines

Objective: Fetch the Orlan child from a house in southeast Hearthsong

Simoc's son, Lliras **(3)**, stops you on your way out of the Warrior's Hall. Listen to what he has to say. He expresses his concern for the small child, Vela—the target of your objective. When you ask him for alternative solutions, he suggests you poison his father instead. If you like, agree to do this for him and save the child. You can always change your mind later, but you will have to kill Lliras as soon as you take Vela. Otherwise, you are to get Bledha's **(5)** help in Golden Grove. She will brew the poison.

BRANCHING OBJECTIVES

If you go through with Simoc's request and sacrifice the child, then you will have to kill his son, Lliras. This will end your travels with Grieving Mother, as she will not be a part of this plan. If you still like that plan, proceed to Part 2: Robbing the Cradle. If you would rather take out Simoc and his evil plan, then skip to Part 3: Potion or Poison.

Part 2: Robbing the Cradle

Hearthsong

Exit the Warrior's Hall and leave Elms' Reach to travel to Hearthsong. Use the Rusty Key to unlock the door on the easternmost house in Hearthsong **(4)**. Inside are a few containers to loot, an Orange Tabby Cat to acquire if you wish, but most importantly, a cradle to rob. Take Vela from her crib. If you are planning on poisoning Simoc, then put the child back and leave.

Task Updated

Objective: Deliver the baby to Blood Sands

Lliras waits for you outside Vela's home if you told him you'd poison his father. You must fight him to the death.

Elms' Reach

Blood Sands

Now head back to Elms' Reach and go to the cave **(6)** to the north. This is Blood Sands. Enter Blood Sands through a southeast entrance **(7)**, and Keeper Garost **(8)** is just a few steps away. Ask him questions about Blood Sands if you wish to learn more about the place. Head left out of this first chamber and continue turning left until you reach a small dead-end chamber with the elderly dwarf, Keeper Wrdha **(9)**.

Speak to her and ask about Blood Sands, or what she does, but most importantly, select "I've brought a child on behalf of Anamfath Simoc." Do this only if you are prepared to sacrifice the child and lose the partnership of Grieving Mother. Because if you hand over the child, it's the last time you will see her. She will just drop everything and leave. In exchange, Keeper Wrdha hands you the potion for Simoc. Exit Blood Sands and head back to Simoc in Elms' Reach.

Task Updated

Objective: Give the essence potion to Simoc

Part 3: Potion or Poison

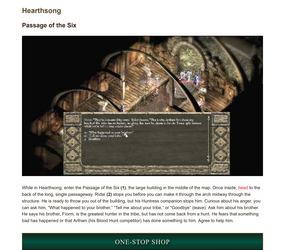
Elms' Reach

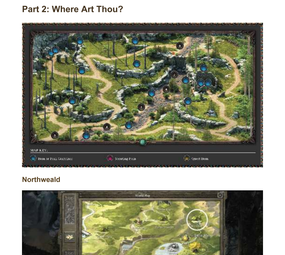
Golden Grove

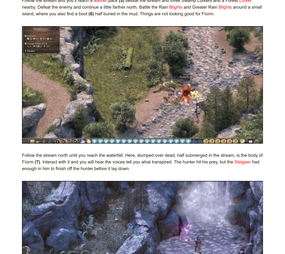
If you are considering taking Lliras's advice and poisoning his father, Simoc, instead of sacrificing an innocent child, then head to the Golden Grove and speak with Bledha **(5)**. Select one of the choice poisons: concentrated carow golan, undistilled spider venom, rotten blood moss extract, or cave coral and Skaenbone. They all sound really yummy, but it doesn't matter which one you purchase because it's going to come down to your Deception skills.

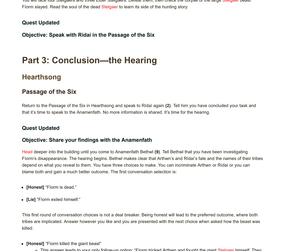
Task Updated

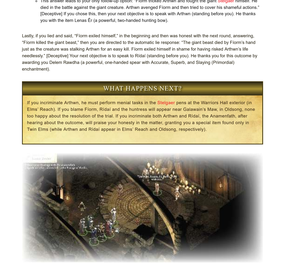
Objective: Trick Simoc into drinking the poison

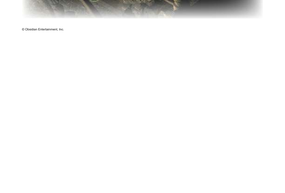












Act III: Side Quests

Hunter, Brother

MAP KEY:

- ● Item or Item Container
- ● Scouting Item
- ● Quest Item

MAIN CHARACTERS:

- Rinai
- [illegible]
- Arthen

BESTIARY (NORTHWEALD):

- Young Bear x2
- Bear x2
- [illegible] Bear x2
- Forest Lurker x5
- Swamp Lurker x4
- Rain Blight x[illegible]
- Wind Blight x[illegible]
- Greater Wind Blight x2
- [illegible] x[illegible]
- Spotted Stelgaer x2
- Elder Spotted Stelgaer x2
- Wolf x[illegible]

[illegible] Stone Beetle x5 Greater Bean Blight x2 Elder [illegible] x3 Elder Wolf x2
[illegible]

REWARD:
[illegible]

REACTIVITY:
Twin Elms Reputation: 1 (Moderate) [illegible] (Major) if both tribes are implicated

Part 1: O Brother

Hearthsong

Passage of the Six

1- "What happened to your brother?"
2- "Tell me about your tribe."
3- Goodbye.

While in Hearthsong, enter the Passage of the Six **(1)**, the large building in the middle of the map. Once inside, head to the back of the long, single passageway. Rídaí **(2)** stops you before you can make it through the arch midway through the structure. He is ready to throw you out of the building, but his Huntress companion stops him. Curious about his anger, you can ask him, "What happened to your brother," "Tell me about your tribe," or "Goodbye" (leave). Ask him about his brother. He says his brother, Fíorm, is the greatest hunter in the tribe, but has not come back from a hunt. He fears that something bad has happened or that Arthwn (his Blood Hunt competitor) has done something to him. Agree to help him.

ONE-STOP SHOP

It's possible that you've already discovered the clues needed to complete this quest before you even start it. If so, the following objective will not appear and you will simply have to go back and forth, speaking with contacts in the "Passage of the Six" to complete this quest.

New Quest: Hunter, Brother

Objective: Travel to the Northweald Wilderness

Part 2: Where Art Thou?

MAP KEY:
Item or Item Container
Scouting Item
Quest Item

Northweald

World Map
Twin Elms

If you have not yet traveled to Northweald, you must go to Oldsong and exit via the northeast exit “Oldsong’s Pass.” From there, you can select Northweald from the World Map. You start your journey along the southwestern path **(3)**. Your objective updates as soon as you enter this mountainous region.

New Quest: Hunter, Brother

Objective: Search the Northweald for clues to Fíorm’s fate

As you can see from the bestiary, there are many dangerous creatures in Northweald. There's no need to hunt them all down unless you want the experience. All the clues you are looking for follow the stream that runs through the middle of the land. The first clue is found just across the stream from the starting point. The broken spear **(4)** shows signs of dents stained with green moss. If it bounced along the river rocks, then it must have started its journey upstream.

Follow the stream and you'll reach a leather pack **(5)** beside the stream and three Swamp Lurkers and a Forest Lurker nearby. Defeat the enemy and continue a little farther north. Battle the Rain Blights and Greater Rain Blights around a small island, where you also find a boot **(6)** half buried in the mud. Things are not looking good for Fíorm.

Follow the stream north until you reach the waterfall. Here, slumped over dead, half submerged in the stream, is the body of Fíorm **(7)**. Interact with it and you will hear the voices tell you what transpired. The hunter hit his prey, but the Stelgaer had enough in him to finish off the hunter before it lay down.

Fast Mode Active [3]

Quest Updated

Objective: Search the Sentinel Ridge for clues to the giant Stelgaer’s fate

Stelgaer
Black Hound
Elder Stelgaer
Elder Stelgaer
Stelgaer
Stelgaer

The dead Stelgaer **(8)** is only a short distance away to the north; however, it might as well be miles, because you cannot scale the waterfall. You must find the shortest route to the east or west. Either pathway brings its own difficulties, as you will run into at least two different groups of resistance. Once you reach the dead beast, you must fight off the pride it ran with. You will face four Stelgaers and three Elder Stelgaers. Defeat them, then check the corpse of the large Stelgaer beast Fíorm slayed. Read the soul of the dead Stelgaer to learn its side of the hunting story.

Quest Updated

Objective: Speak with Rídaí in the Passage of the Six

Part 3: Conclusion—the Hearing

Hearthsong

Passage of the Six

Return to the Passage of the Six in Hearthsong and speak to Rídaí again **(2)**. Tell him you have concluded your task and that it's time to speak to the Anamenfath. No more information is shared. It's time for the hearing.

Quest Updated

Objective: Share your findings with the Anamenfath

Head deeper into the building until you come to Anamenfath Bethwl **(9)**. Tell Bethwl that you have been investigating Fíorm's disappearance. The hearing begins. Bethwl makes clear that Arthwn's and Rídaí's fate and the names of their tribes depend on what you reveal to them. You have three choices to make. You can incriminate Arthwn or Rídaí or you can blame both and gain a much better outcome. The first conversation selection is:

- **[Honest]** "Fíorm is dead."
- **[Lie]** "Fíorm exiled himself."

This first round of conversation choices is not a deal breaker. Being honest will lead to the preferred outcome, where both tribes are implicated. Answer however you like and you are presented with the next choice when asked how the beast was killed:

- **[Honest]** "Fíorm killed the giant beast"
    - This answer leads to your only follow-up option: "Fíorm tricked Arthwn and fought the giant Stelgaer himself. They killed each other in the fight. Arthwn tried to cover Fíorm's shame, but lied about besting the creature." If you chose this route, then your next objective is to speak to the Anamenfath (standing before you). She admits a shame on both tribes is not ideal, but she gifts you with Sheathed in Autumn (a very powerful one-handed greatsword with Superb, Guarding, and Freezing Lash).
- **[Lie]** "Arthwn killed the giant beast" [Deceptive]
    - This answer leads to your only follow-up option: "Fíorm tricked Arthwn and fought the giant Stelgaer himself. He died in the battle against the giant creature. Arthwn avenged Fíorm and then tried to cover his shameful actions." [Deceptive] If you chose this, then your next objective is to speak with Arthwn (standing before you). He thanks you with the item Lenas Êr (a powerful, two-handed hunting bow).

Lastly, if you lied and said, "Fíorm exiled himself," in the beginning and then was honest with the next round, answering, "Fíorm killed the giant beast," then you are directed to the automatic lie response: "The giant beast died by Fíorm's hand just as the creature was stalking Arthwn for an easy kill. Fíorm exiled himself in shame for having risked Arthwn's life needlessly." [Deceptive] Your next objective is to speak to Rídaí (standing before you). He thanks you for this outcome by awarding you Delem Rawdha (a powerful, one-handed spear with Accurate, Superb, and Slaying (Primordial) enchantment).

WHAT HAPPENS NEXT?

If you incriminate Arthwn, he must perform menial tasks in the Stelgaer pens at the Warriors Hall exterior (in Elms' Reach). If you blame Fíorm, Rídaí and the huntress will appear near Galawain's Maw, in Oldsong, none too happy about the resolution of the trial. If you incriminate both Arthwn and Rídaí, the Anamenfath, after hearing about the outcome, will praise your honesty in the matter, granting you a special item found only in Twin Elms (while Arthwn and Rídaí appear in Elms' Reach and Oldsong, respectively).

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Act III: Side Quests

At the Mercy of the Tribes

MAP KEY:

- Common Item Container
- Stealing Item
- Quest Item

MAIN CHARACTERS:

Caideth
Fangs Bright Blood
Mercenary Captain Karun

BESTIARY (NORTHWEALD):

Young Bear x2
Bear x2
Adra Beetle x2
Stone Beetle x5
Adragan x2
Forest Lurker x5
Swamp Lurker x2
Fen Blight x2
Greater Rain Blight x2
Wind Blight x2
Greater Wind Blight x2
Stelgaer x4
Elder Stelgaer x3
Spotted Stelgaer x2
Elder Spotted Stelgaer x2
Wolf x2
Elder Wolf x2
Fangs Hunter
Wolf Companion
Fangs Mind Hunter
Fangs Firstblade x2
Stag Companion
Fangs Bright Blood
Fangs Wilderman

REWARD:

Save the expedition (by opening a way out for them); Fangs' ambushers still want to kill you

REACTIVITY:

If you side with the Dyrwoodans (the expedition), the Fangs in Galawain's Maw [illegible] about the demise of their own party. Additionally, Caideth

Receive Long Fellow from Cwineth.
Save the expedition (by killing the Fang ambushers):
Receive Long Fellow from Cwineth.
Defeat the expedition (by killing them):
Receive Prey Maker from Bright Blood.
Cwineth disappears from the Northweald.
Defeat the expedition (by convincing Cwineth to give herself up as a prisoner):
Receive Long Fellow from Cwineth.
Cwineth ends up as your prisoner.

returns to the Expedition Hall in Defiance Bay. Some people at the Expedition Hall cheer about this triumph.
If you side with the Glanfathans (Fangs) and defeat the expedition, Fangs Bright Blood gives you a unique weapon. Bright Blood returns to Galawain's Maw and Fangs there talk about the event.

Part 1: Cwineth’s Pals Stow

Hearthsong

The Celestial Sapling

"Have a moment? I would like a word with you?"
Fast Mode Active (D)

Take the ogre lift **(1)** in Hearthsong to reach the Celestial Sapling—Hearthsong’s inn. The inn is packed with patrons from far-off lands. You can find Dyrwoodans, Vailians, Tribeswomen, Tribesmen, Hunters, Huntresses, animal companions, and even a couple Ogres. The middle-aged elf behind the bar named Ellitherion “Haggard Shoes” **(2)** is the bartender/innkeeper. Talk to him about purchasing Camping Supplies or food items, recruiting adventurers, or renting one of two room choices.

After you have rested up, speak to Cwineth **(3)**, the slender woman with boyish features in dusty leathers standing on the left balcony. She says she’s heard of you and asks for your help. Agree to help her and she explains her friends have drawn some unwanted attention from the Fangs, a brutal, relentless gang of Glanfathan scouts.

She needs you to warn her friends that trouble is coming and to be ready to fight if necessary. Continue to ask her the remaining questions to get more information from her. Your quest begins.

New Quest: At the Mercy of the Tribes

Objective: Intercept Cwineth’s Dyrwoodan expedition in the Northweald wilderness

Part 2: Game Plan

MAP KEY:
Item in Loot Container
Scouting Item
Quest Item

Northweald

Over here. Hurry!
Fast Mode Active (D)

If you have not traveled to Northweald yet, travel into Oldsong and exit via the northeast exit “Oldsong’s Pass.” From here, select Northweald from the World Map. You start your journey along the southwestern path **(4)**. Cwineth **(5)** is awaiting your arrival to the east. Follow the stream and cross it where the path intersects it. You’ll find her where the path begins again on the other side.

She tells you her friends **(7)** are held up at the ruins over the lip of the hill. Talk to her and she tells you the Fangs **(6)** caught up to them and have them surrounded. You have two options: Talk to the Fangs and try to negotiate, or find another path around to the Dyrwoodan expedition.

Quest Updated

Objective: Resolve the stalemate between the Dyrwoodan expedition and the Fangs

Part 3: Alternate Route … or not

If you decide to find an alternate route to the expedition **(7)** without negotiating with the Fangs **(6)**, then take the northern path **(8)** from the entry point and either battle the creatures here or Scout the entire way up. You don't have to meet resistance until you pass the dead giant Stelgaer (from Hunter, Brother) in the north, near the stream **(9)**. Here you will confront four Spotted Stelgaer and two Elder Spotted Stelgaer.

Alternative Solution

You could also confront Fangs Bright Blood **(6)** and lie to her. Tell her, "I'm not with any Dyrwoodan mercenaries." [Deceptive: Minor] Then when pressed, tell her you will help them in their matters, although you do not need to follow up with your promise of killing the expedition. Just answer, "I'll see what I can do." And you can decide later. But it does let you get through the Fangs without a fight. If you let the expedition go, do not return back through the Fangs' roadblock or you will have to battle them.

Quest Updated

Objective: Return to Cwineth in the Northweald

Mercenary Captain Esmar- He glances northward. "If I didn't know better, I'd wager those beasts are working with the tribesmen. But I'm sure they're just here following their stomachs. Just look at us, limping on our injuries and covered in blood. We must smell like butcher's shop."

1:- "I've cleared the northern woods. Those stelgaers won't trouble you."
2:- "If the hunters [illegible]e to the south, can you flee to the north?"
3:- "At least you didn't lose your locket in the scuffle."
4:- "Cwineth sent me. What happened?"
5:- [Attack] "Sorry, "friend," I'm with the Glanfathans!"
6:- "I must take my leave for now. Goodbye"

You are instructed to return to Cwineth after clearing the expedition's escape route; however, you can optionally speak to the leader of the expedition, Mercenary Captain Esmar, and tell her yourself, but you still need to return to Cwineth to report the news.

Part 4: Conclusion—Reward Choice

Fast Mode Active [D]

When you return to tell Cwineth the good news, she offers reward options. You can learn from her skills, request a weapon, request coin, or ask for no reward at all.

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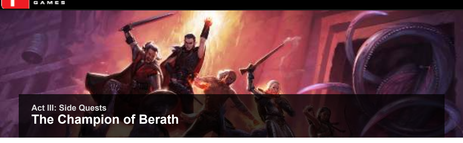


Act III: Side Quests

The Champion of Berath

Part 1: Ghost of a Barren Land

Hearthsong

The Celestial Sapling

Frightened Villager: "I told him I'd find you, give you his challenge. Do it all honorable, like sort of thing. He let me go. And I kept on running for as my eyes let me." He laughs bleakly. "Funny, me running into you anyhow."
1- "Then perhaps I should stick him on."
2- "I'm sorry, but I have more important things to do."
3- "I suppose you have some kind of cup waiting for me back there?"
4- "You mean I have a chance to kill him again?" How could I refuse!"
5- "And what's your stake in all this?"

While in Hearthsong, take the Ogre lift **(1)** to the Celestial Sapling. The Frightened Villager **(2)** is inside, near a table in the south section of the dining area. Speak to the jittery man. He recognizes you as the one who killed Lord Raedric. React however you wish and he admits to being one of the guards from the keep. He says Kolsc didn't last long after dead Raedric "came back," and he is now coming for you. The Frightened Villager was sent to find you and present this challenge to you. Agree to Raedric's challenge to begin this quest.

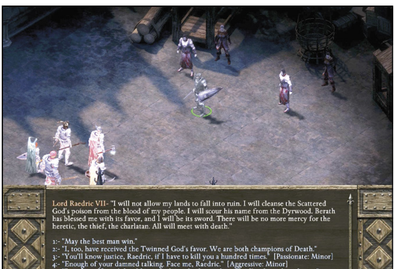
New Quest: The Champion of Berath

Objective: Return to Raedric's Hold and find your challenger

> **RAEDRIC MUST DIE**
>
> In order for this frightened villager to appear in the Celestial Sapling and offer this opportunity, you must have killed Raedric in "Lord of a Batten Land." If you have killed Raedric, then you're in luck—you get to kill him again.

Raedric's Hold

And you thought you'd seen the last of the place. Head back to Raedric's Hold to seek the ghost of Raedric. Fampyr, an undead lady, meets you at the keep's gate **(2)**. She offers to escort you to Raedric. Agree to the escort and you will suddenly appear on top of the keep **(3)**. Ascend the stairs to face dead Lord Raedric VII **(4)**. If you converse with him a bit before you attack, Raedric tells you how he choked the life out of Kolsc. He doesn't plan on stopping there. He must be stopped.


Lord Raedric VII: "I will not allow my lands to fall into ruin. I will cleanse the Scattered God's poison from the blood of my people. I will scour his name from the Drywood. Berath has blessed me with its favor, and I will be its sword. There will be no more mercy for the heretic, the thief, the charlatan. All will meet with death."
1- "May the best man win."
2- "I, too, have received the Twinned God's favor. We are both champions of Death."
3- "You'll know justice, Raedric, if I have to kill you a hundred times." [Passionate: Minor]
4- "Enough of your damned talking. Face me, Raedric." [Aggressive: Minor]
5- "Berath itself won't be able to stitch you back together after I'm through with you."
6- "You're going to waste your second chance at life fighting me again!"

Part 2: Bury the Dead

You must battle two Fampyrs, two Fampyr Guardsmen, and Lord Raedric. The Fampyr casts the charm Combusting Wounds while all the other combatants engage in melee attacks. Split your group into two. Have one half work on one Fampyr at a time to keep the charms from happening, and then have them beat on the Fampyr Guardsmen while the other half of your party concentrates attacks on Lord Raedric. When the battle is won, the quest ends. Loot the corpses for your only reward. Lord Raedric held an Exceptional Sword, a Sword, a Large Shield, He Carries Many Scars (armor), and of course (now) a Vessel Bone. Loot the containers on the rooftop, as well. There's a Scouting container along the back fortress wall.

Fampyr: "Greater than he whom I served? After a moment, she drops to one knee. "I would serve you loyally, my lord, if you would have me. What power I still would be yours to command."
1- "You will. Go to my stronghold at Caed Nua."
2- "Serve me? Not in this life, creature."
3- "Perish. I will not ask you twice."

Talk to the Fampyr **(3)** that escorted you to the rooftop, and when she asks to be your servant, tell her to go to your stronghold at Caed Nua. Or you can tell her no… or you can just slay her then and there.

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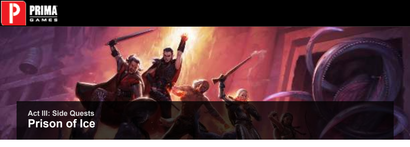


Act III: Side Quests
Prison of Ice

Part 1: Sibling on Ice

Oldsong

Galawain's Maw

This side quest can be started by either talking to Larha **(2)** in Galawain's Maw **(1)** in Oldsong or by talking to Gworn if approached by Noonfrost (he sends you to talk to Larha). Talk to Larha, who is just inside Galawain's Maw, in a chamber to the right as you enter. This Orlan woman stands ankle-deep in the sand, sharpening a spearhead. Ask her the first three questions about herself and the Maw. Continue questioning until you have a chance to offer your help looking for her missing sister, Alwah. Larha also sells supplies. Before you leave, check her inventory for anything you can use. She has Camping Supplies, armor, tools, a little food, and exceptional weapons.

New Quest: Prison of Ice

Objective: Enter Noonfrost in Oldsong

INTO THE WHITE VOID

It's a good idea to have the "Into the White Void" side quest active while taking on this quest to free Alwah. The steps involved in getting through Noonfrost are the same up to the point where you decide to help or hurt Glasvahl. If you have no interest in having Rymrgand as your god of choice, then you can help Glasvahl through the Breach. This will clear all the elves out of Noonfrost, making Alwah's escape that much easier.

FOLLOW "INTO THE WHITE VOID" STRATEGY

To avoid repetition, follow the tips for getting through Noonfrost in the "Into the White Void" side quest; start by talking to Vengel (9) and then continue to the battle in Glasvahl's chamber **(14)**. You don't have to clear this chamber if you don't want to, as Alwah will not run into this room on her escape, but as soon as you start attacking elves in Noonfrost, they will all become aggressive. We strongly suggest having both quests active at the same time (if you have chosen Rymrgand as your god of choice). The following tips pick up from step (14) in Glasvahl's chamber.

Part 2: Finding Alwah

Noonfrost

Quest Updated

Objective: Find Alwah

Your objective updates as soon as you enter Noonfrost. Pick up from where we left off in Glasvahl's chamber **(14)** (jumping back from getting through Noonfrost in "Into the White Void"). After Glasvahl has been killed or has been sent through the Breach, leave the chamber, heading east into the next area **(15)**. Continue to the easternmost chamber **(16)** and take the Silver Key from the table. Use this key to unlock Alwah's cell **(17)**. Alternatively, you could just use 1 Mechanic + 2 Lockpicks or 2 Mechanics to enter the cell.

If you helped Glasvahl through the Breach, then you don't have to worry about defeating all the elves in Noonfrost before setting Alwah free. You can convince them to let her go. Otherwise, defeat all the elves she would run into from her cell **(17)** to the front door **(7)**. The objective updates when her cell is unlocked.

Quest Updated

Objective: Free Alwah from Noonfrost

Alwah: "I don't know how, but they opened the Frost Hewn Breach at the back of the temple. Sucks warmth and life straight into their frozen god's barren domain." She shivers.
"Then we got to be stopped. It's only a matter of time before the cold spreads further."
1. "Make a run for it, Go!"
2. "It isn't safe yet. Wait here until I clear the path."
3. "Can we just kill the purple ones already?"
4. "Don't tell me anything about The Frost Hewn Breach!"
5. "Goodbye."

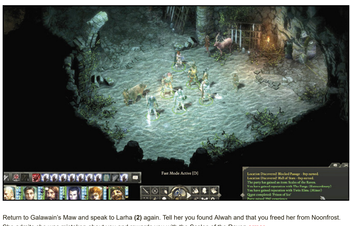
Talk to Alwah. The two critical choices are "Make a run for it, Go!" and "It isn't safe yet. Wait here until I clear the path." Choose the option that pertains to your situation. If you helped Glasvahl through the Breach, then there are no more elves in Noonfrost to worry about. Either way, when the path is clear, let her go and she'll beeline for the exit **(7)** and wait for you outside. As soon as she is safe, the objective updates.

Quest Updated

Objective: Return to Larha in the Maw.

Once you are finished inside Noonfrost, exit and you will stumble across Alwah and her Stelgaer companion just outside. She says she feels like she's been reborn and invites you to the Maw to meet the Fangs who want to meet the cunning estranor who freed her.

Galawain's Maw



Return to Galawain's Maw and speak to Larha **(2)** again. Tell her you found Alwah and that you freed her from Noonfrost. She admits she was mistaken about you and rewards you with the Scales of the Raven armor.

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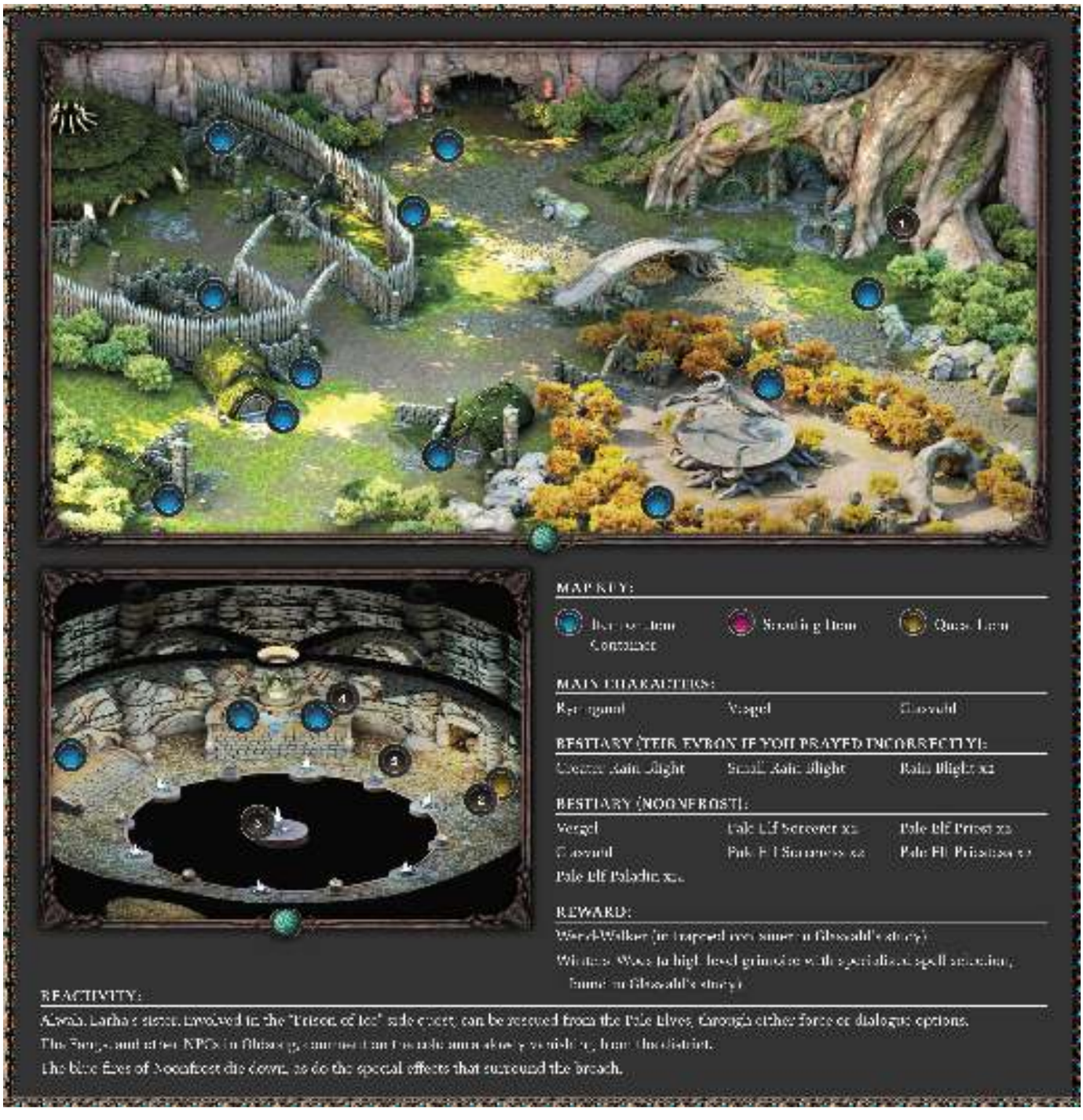
Act III: Side Quests

Into the White Void



Part 1: Prayer and Snowballs

Elms' Reach

Teir Evron

When you are ready to select a god to pray to, head to Elms' Reach and enter Teir Evron **(1)**. Once inside, take the Luminescent Adra Shard from the altar **(2)** on the room's right side. Use it to activate Teir Evron via the crystal on the island **(3)** in the middle of the room. This starts the "Council of Stars" main quest. This side quest is one of four side quest options that are a requirement for completing "Council of Stars."

"Into the White Void" is the side quest from the god Rymrgand. Rymrgand's shrine **(5)** is to the northeast (around the one o'clock position). Before you interact with the shrine, go to the shelf **(4)** in the back of the chamber and take the book The Enigmatic God of Cold from the right bookshelf. Inside is the answer to which ritual words to say to Rymrgand. Now activate Rymrgand's shrine, and when asked to recite the ritual words, select number 7: "All life ends in stillness." This begins the side quest without having to battle four Rain Blights, which would have happened had you gotten the answer wrong.

Pray to Rymrgand once more. This time you have a vision about elves. When prompted, answer the following:

- Try to get the elves' attention. Then select: "Listen. You're angering something very big. You'd better stop."

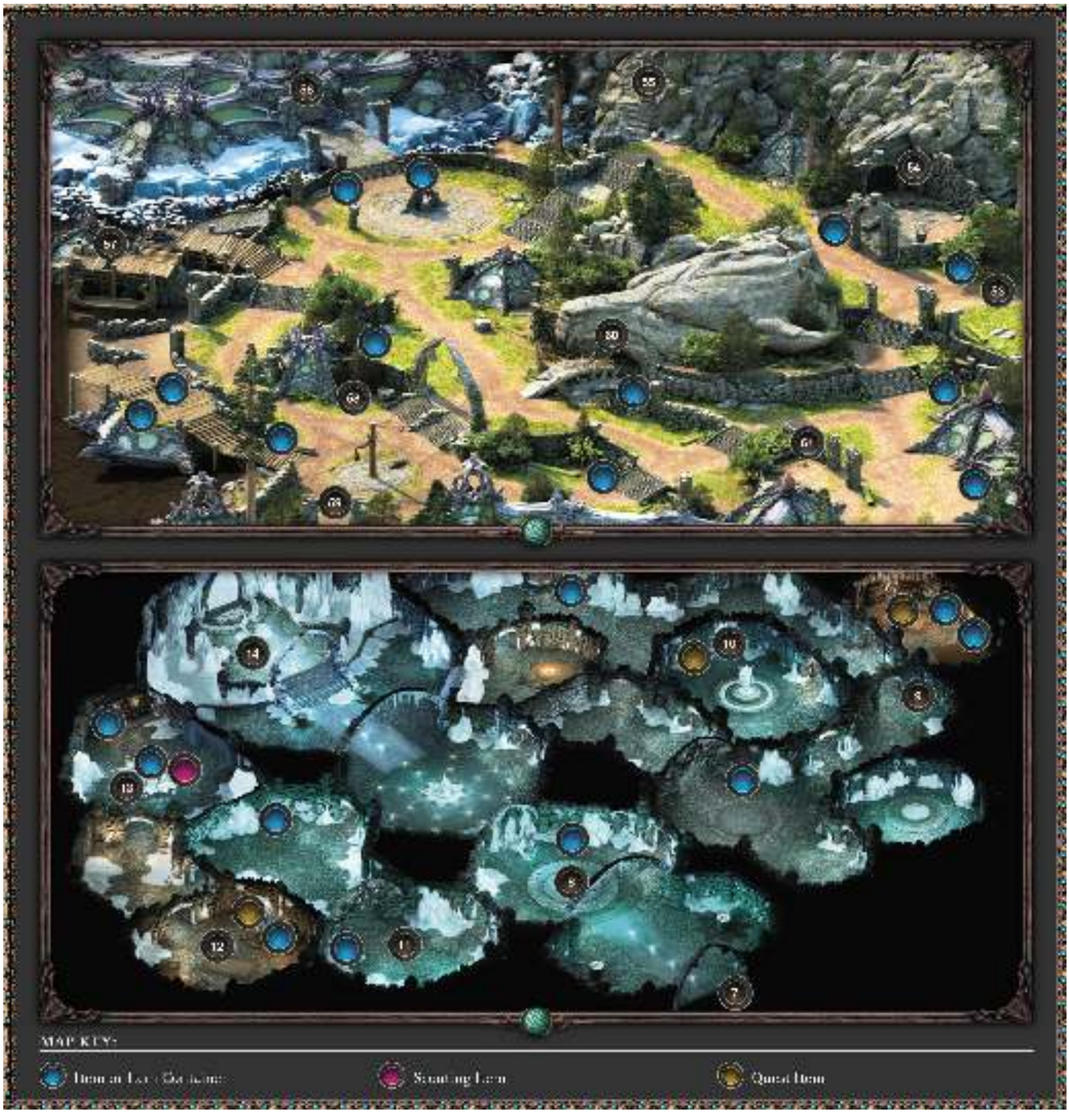
- Then plug the hole with a handful of snow.

Now the side quest begins.

New Quest: Into the White Void

Objective: Find Noonfrost in Twin Elms

Part 2: Noonfrostier



Oldsong

Noonfrost

Head to Oldsong and travel northwest to the entry to Noonfrost **(6)**. You enter through a southern doorway **(7)** and your quest updates.

Quest Updated

Objective: Locate the Frost-Hewn Breach in Noonfrost

Head into the first icy chamber and speak to Vesgel **(8)**, a pale female elf with ice-blue eyes. She welcomes you to the temple and warns that most of it is closed for sacred ceremonies to Rymrgand. You also learn that you are permitted in the shrine in the eastern wing, but the rest is off-limits right now.

Head east out of the chamber and continue in that direction until you reach a couple of Pale Elf Paladins guarding a locked door **(9)**. They warn you that venturing beyond all doors (closed) is forbidden. Unless you want to fight all the elves in this temple, we suggest you listen. Without the proper key, getting through that guarded door requires only one lockpick—not too highly secured.

Enter the next chamber to the north (reached just before the guards) and unlock it. Take the Blue Crystal Key from the Wooden Box **(10)**. Most locks in this temple are very low level, so you should have no trouble unlocking things. The door to the west in this chamber also has a low-level lock on it: 1 Mechanic + 2 Lockpicks or 2 Mechanics. But as the guards warned you, go through a locked door and there's going to be trouble. Let's not start that yet. Instead, head back to the original chamber **(8)** where you spoke to Vesgel.

Now enter the chamber to the west **(11)**. In this room is a locked door to the north that you can unlock with the Blue Crystal Key. Wait to until the patrolling guard is out of sight before unlocking it. Continue north into the next chamber, and wait for the patrolling elf to leave before you raid the urn for Lockpicks. Continue into the hallway to the west. Work quickly, as he will return.

Use 2 Mechanics + 3 Lockpicks or 3 Mechanics on the locked door to the south. Enter the small chamber **(12)** and use 5 Mechanics + 6 Lockpicks or 6 Mechanics (getting tougher now) to pick the lock on the chest to obtain the White Crystal Key.

Glasvahl's Study

Enter the locked room to the north **(13)** using the White Crystal Key. Have the entire party gang up on the Pale Elf Sorceress at the back of the room. Disable the trap, then raid the table for the Wend-Walker and the elf's corpse for its items. Enter Scouting mode to find the purple star tile switch on the floor near the east movable wall. It's hard to spot at first unless you are really looking for it. Don't miss it or you'll have to find another route, which means a lot more fighting.

Frost-Hewn Breach

Inside the next chamber **(14)**, you find Glasvahl, his followers, the Frost-Hewn Breach, and a pedestal of black ice. If you want to complete this mission and have Rymrgand as your god of choice going into the final quest, then Glasvahl must die. Before attacking him, pry some information out of him. Start by answering, “Rymrgand sent me to close the Frost-Hewn Breach.” Glaswahl is trying to find a way into the White Void. Ask him, “The White Void?” He explains that it is Rymrgand’s domain, a place where all things find perfect unity and freedom.

Ask him about his people and the Breach. He finally admits that they want to die. They don't want to live a thousand pointless lives and never be any closer to Rymrgand. The next round of conversation options allows you to give him the glowing ice crystal, the one Rymrgand gave you to close the Breach. Do this and you will fail the quest when you return to Rymrgand. But it does allow you to get out of Noonfrost without a battle and save Alwah (another side quest inside Noonfrost) without fighting the very tough Pale Elves. You will lose Reputation with Twin Elms and the Fangs.

However, if you wish to please Rymrgand, and since these elves want to die anyway, instead of giving them the ice crystal, select the third option: [Attack] "Fine. You want to die? I can help with that." There's another option that requires Resolve 17 and allows Glasvahl to leave Noonfrost, and you can still complete the quest. But if you don't have that much Resolve, the battle starts here.

Defeat Glasvahl and his men. It's a tough battle, and you also have to fight all the elves in Noonfrost. Concentrate your attacks on magic users first; they go down the quickest and it keeps them from supporting the other fighters with more health or hitting you with debilitating magic.

Aftermath

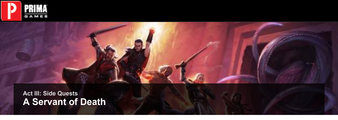
After you win the battle, interact with the pedestal of black ice **(14)**. Choose to plug the hole with Rymrgand's shard. This thickens the ice on the portal between the two worlds. The mysterious seepage tapers off and your quest updates.

Quest Updated

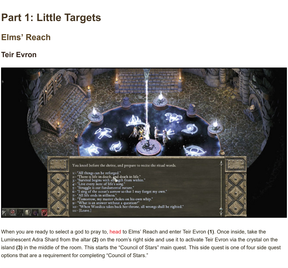
Objective: Return to Teir Evron in Elms' Reach.

Part 3: Conclusion

If you also have the "Prison of Ice" side quest active, then you should continue adventuring east and complete the key objective in that side quest now. Otherwise, battle your way out of Noonfrost through all the tough Pale Elves and return to Elms' Reach.



Act III: Side Quests
A Servant of Death

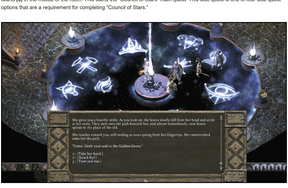


Part 1: Little Targets

Elms' Reach

Teir Evron

When you are ready to select a god to pray to, head to Elms' Reach and enter Teir Evron (1). Once inside, take the Luminescent Adra Shard from the altar (2) on the room's right side and use it to activate Teir Evron via the crystal on the island (3) in the middle of the room. This starts the "Council of Stars" main quest. This side quest is one of four side quest options that are a requirement for completing "Council of Stars."



"A Servant of Death" is the side quest dealing with the god Berath. Berath's shrine (5) is to the southeast (around the five o'clock position). Before you interact with the shrine, go to the shelf (4) in the back of the chamber and take the book, "The Many Faces of Berath" from the left bookshelf. Inside is the answer to which ritual words you should speak to Berath. Now activate Berath's shrine. When asked to recite the ritual words, select number 2: "There is life in death, and death in life." This begins the side quest without having to battle Shades, Shadows, and Spectres, which you would have had to do if you got the answer wrong.

Pray to Berath once more. This time you have a vision about shifting landscapes, a road, and male and female stone sculptures. When prompted, answer the following:

- Enter the skull's mouth. Then you are presented with a male and female dwarven figure. The following happens twice with both the male and female, so tell them both:
- Approach the dwarven man or woman (either choice). Then attack him or her.

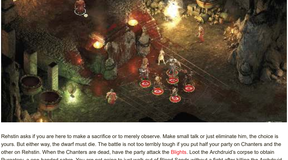
After defeating both, choose to leave. This begins the new quest.

New Quest: A Servant of Death

Objective: End the lives of the two figures from Berath's vision

Berath wants you to deal the final death to two important figures of Twin Elms, Archdruid Rehstin (Blood Sands) and Archdruid Erona (Elmshore). Exit Teir Evron and enter Blood Sands (6) to the north.

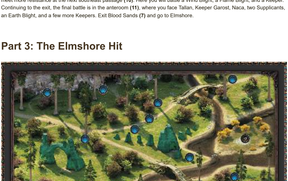
Part 2: The Blood Sands Hit



Blood Sands

You enter Blood Sands through a southeast entrance (7). Your target is in the Blood Sacrifice Chamber (8), the farthest northwestern chamber in Blood Sands. Go there now.

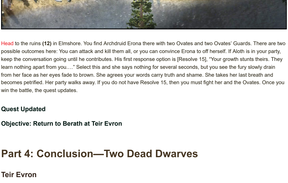
Rehstin asks if you are here to make a sacrifice or to merely observe. Make small talk or just eliminate him, the choice is yours. Either way, the dwarf must die. The battle is not too terribly tough if you pull half your party on Chanters and the other on Rehstin. When the Chanters are dead, have the party attack the Blights. Loot the Archdruid's corpse to obtain Purgatory, a one-handed sabre. You are not going to just walk out of Blood Sands without a fight after killing the Archdruid, but you can avoid half of the occupants if you Scout your way out.



Expect a battle with a Chanter, three Keepers, and a Wind Blight at the southeast exit (9) out of the blood chamber. You meet more resistance at the next southeast passage (10). Here you will battle a Wind Blight, a Flame Blight, and a Keeper. Continuing to the exit, the final battle is in the antercom (11), where you face Tallan, Keeper Garnet, Naca, two Supplicants, an Earth Blight, and a few more Keepers. Exit Blood Sands (7) and go to Elmshore.

Part 3: The Elmshore Hit

Elmshore



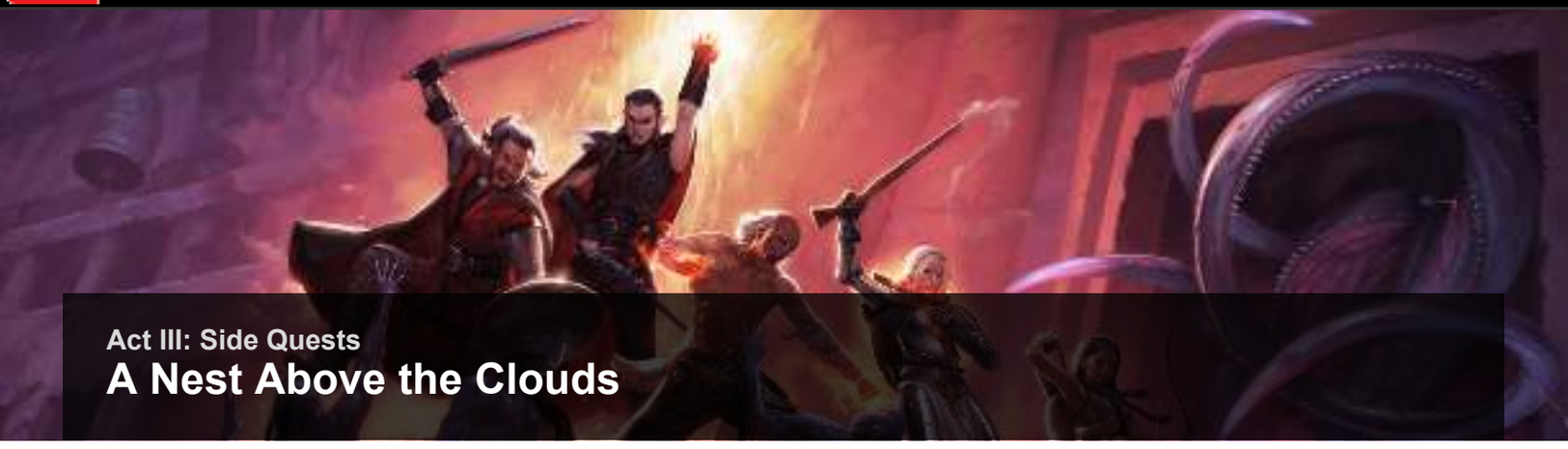
Head to the ruins (12) in Elmshore. You find Archdruid Erona there with two Ovates and two Ovates' Guards. There are two possible outcomes here. You can attack and kill them all, or you can convince Erona to off herself. If Aloth is in your party, keep the conversation going until he contributes. His first response option is [Resolve 15], "Your growth stunts theirs. They learn nothing apart from you ..." Select this and she says nothing for several seconds, but you see the fury slowly drain from her face as her eyes fade to brown. She agrees your words carry truth and shame. She takes her last breath and becomes petrified. Her party walks away. If you do not have Resolve 15, then you must fight her and the Ovates. Once you win the battle, the quest updates.

Quest Updated

Objective: Return to Berath at Teir Evron

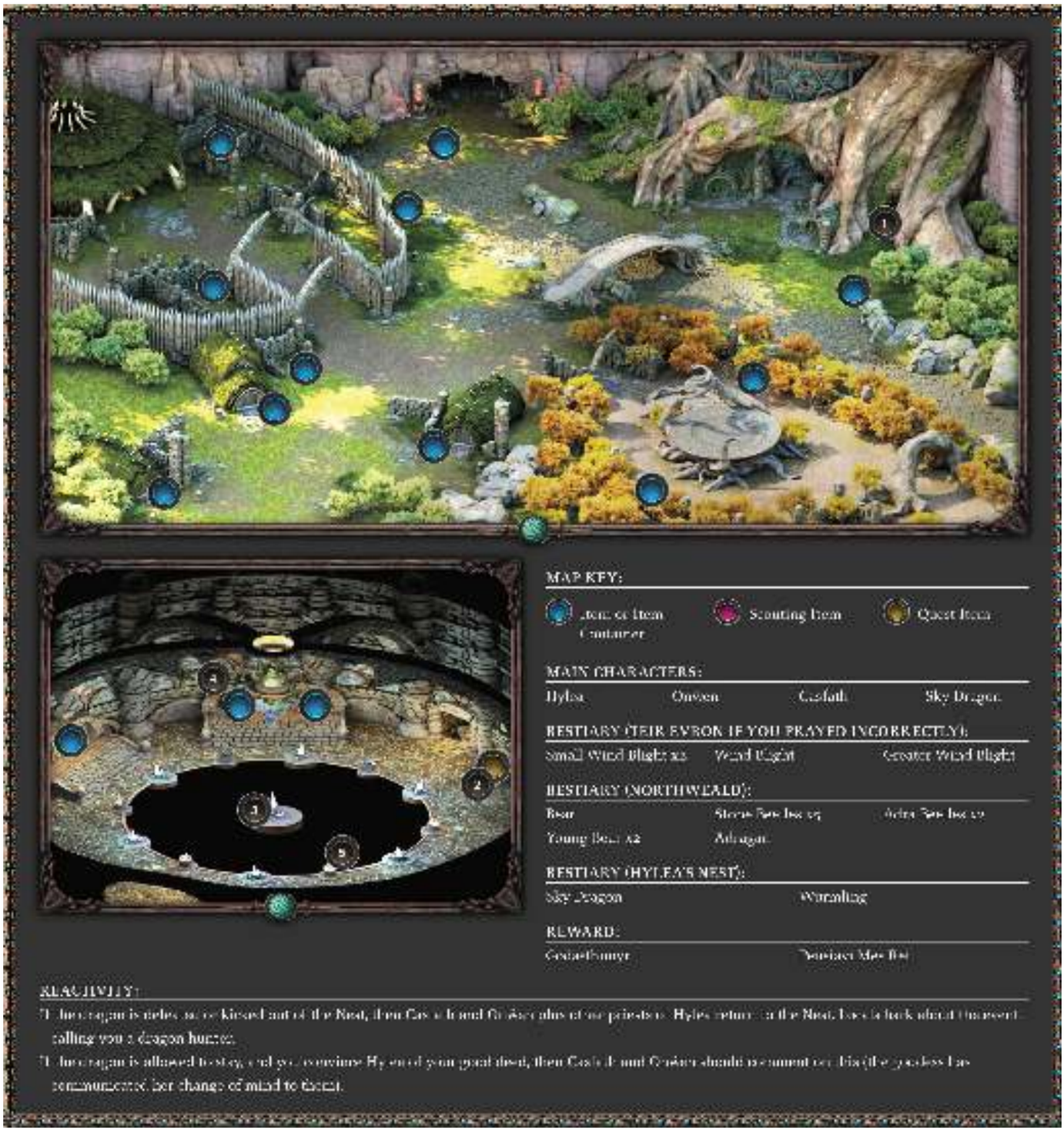
Part 4: Conclusion—Two Dead Dwarves

Teir Evron



Act III: Side Quests

A Nest Above the Clouds



Part 1: Pray to Hylea

Elms’ Reach

Teir Evron

When you are ready to select a god, head to Elms’ Reach and enter Teir Evron **(1)**. Once inside, take the Luminescent Adra Shard from the altar **(2)** on the room’s right side and use it to activate Teir Evron via the crystal on the island **(3)** in the middle of the room. This starts the “Council of Stars” main quest. This side quest is one of four side quest options that are a requirement for completing “Council of Stars.”

“A Nest Above the Clouds” is the side quest dealing with the god Hylea. Hylea’s shrine **(5)** is to the southwest (around the seven o’clock position). Before you interact with the shrine, go to the shelf **(4)** on the chamber’s west side and take the book, “The Midwife’s Memoirs” from the bookshelf. Inside is the answer to which ritual words would be best spoken to Hylea. Now activate Hylea’s shrine, and when asked to recite the ritual words, select number 4: “Live every note of life’s song.” This begins the side quest without having to battle four Wind Blights, which you would have had to do if you got the answer wrong.

Pray to Hylea once more. This time you have a vision about being in an open-air temple built on a mountain summit. Hylea voices a single request: “Restore my temple.” Exit Teir Evron and enter Oldsong.

New Quest: The Nest Above the Clouds

Objective: Travel to Hylea’s temple

Part 2: To Slay a Dragon

Oldsong

Once in Oldsong, stop by Hylea’s shrine **(6)** and speak with the wood elves Onwˆen and Casfath. They can explain the winged terror and the temple of Hylea to you, but eventually you must tell them that Hylea bid you to speak with them about the menace that settled over her temple. They seemed bewildered that Hylea contacted you and also express their concern that she sent such a small party to battle a dragon. She gives you the directions to the nest. You can ask many more questions if you wish. Now head to the stairs at the end of the pathway **(7)**. From the World Map, select Northweald.

Northweald

You enter Northweald via the southwest trail **(8)**. Follow the trail north, take a right at the fork, and turn left at the next junction. Follow this to another fork, and take a left. You end up at the Pilgrims' Shrine **(9)** in the northwest. Along the way, you battle three Stone Beetles, a Bear, and two Young Bears. When you reach the shrine, you must battle an Adragan, two Adra Beetles, and two Stone Beetles.

With the enemies defeated, select the staircase on the left before the large stone staircase. Not too far along the path, your progress is interrupted by a large boulder. If you choose [Examine], you will find a narrow space just wide enough to allow access to the other side. Select [Push the boulder out of the way]. Choose a party member who has Might 16 or greater to push the boulder. Once it's out of the way, you find yourself at the base of a final twisting set of steps that lead to Hylea's Nest.

Quest Updated

Objective: Confront the beast

Part 3: How to Train a Dragon

Hylea's Nest

From the base of the nest stairway **(10)**, if you head east along the dead-end pathway, you can find a Cloudsinger Songbird in a nest on the side of the stone wall. This is a collectible for the Songs of the Wild task. Follow the path west, ascend the stairs, and head east on the platform.

Continue to the large circular emblem **(11)** on the ground, and you confront the Sky Dragon. The dragon accuses you of invading her nest and threatening her hatchlings, and she threatens to feed you to her young. You can ask her various questions; the last option is to attack the dragon. There are two ways to handle this and neither option is a bad choice. Your decision should be based on your experience. Can you defeat this dragon at your current level? If you think you can, then attack. The experience will be well worth it. Otherwise, there is a peaceful solution.

Talking Your Way Out

If you are pretty sure you won't survive a battle with the Sky Dragon, then follow these conversation steps:

- First response option, select: "You have young here?"
- Second response option, select: "Hylea is the goddess of motherhood, actually."
- Third response option, select: "Is that why you came here?"
- Fourth response option, select: "Then you should stay. Raising your offspring here would honor Hylea."

With that, the Sky Dragon thanks you. Your next objective is to return and explain to a god why you disobeyed a command. Make sure to loot the two Bone Piles and the Wurm's Nest for the great items before you leave.

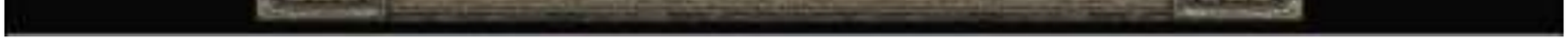
Quest Updated

Objective: Petition Hylea at Teir Evron in Elms' Reach

Part 4: Conclusion

Elms' Reach

Teir Evron



Pray to Hylea's shrine **(5)** and select the second conversation option if you allowed the dragon to stay: [Whistle to the bird]. Hylea states you journeyed to her temple and found the dragon. Yet instead of driving it off, you allowed it to stay. Your reply should be:

- "Dragons, like birds, are creatures of the skies. Every life bears a cost."

Hylea then asks, "What does a dragon create?"

- Answer: "Beauty. Great and powerful and colorful, they are a marvel to behold."

Hylea says, "Their might inspires countless songs and tales, and the span of their wings fills canvases across Eora." Now you know you got her hooked and you're going to get away with taking the coward's way out. From here on out, it's a cakewalk. Ask for her aid or just continue listening to what she has to say. When prompted, ask, "How could I return things to the way they were?"

She wants you to guide the trapped souls back to the bodies they were stolen from. Instead of questioning her request, respond: "Thank you, Hylea. I will continue to Sun in Shadow." Do this if Hylea is the god you want to follow going into Act IV. Finally, respond, "I swear to return the souls to the Hollowborn children of the Dyrwood." This completes the side quest and updates the "Council of the Stars" main quest.

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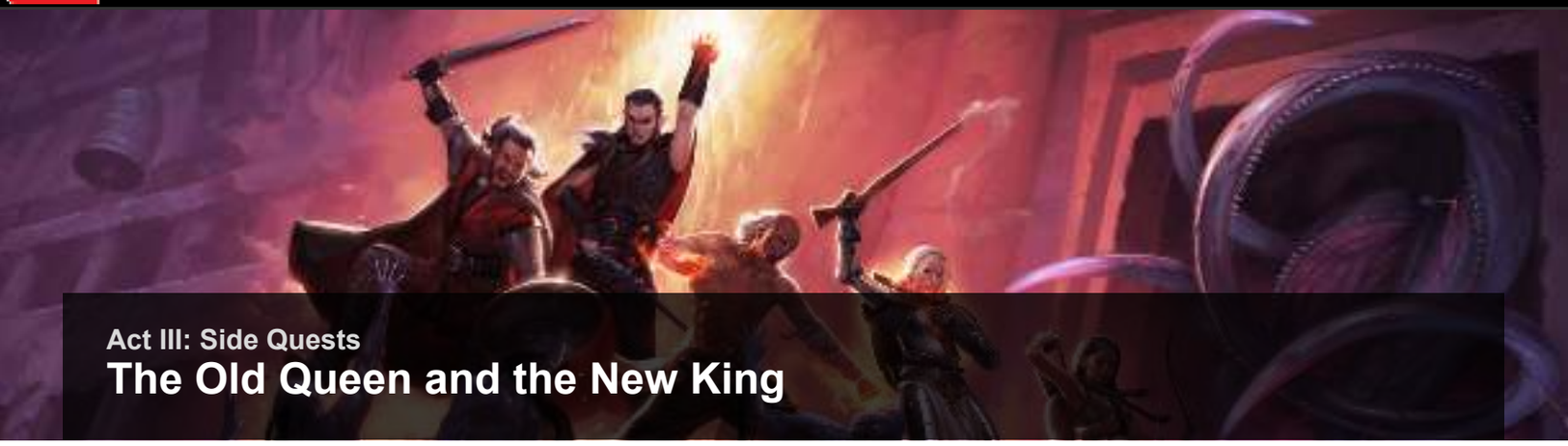
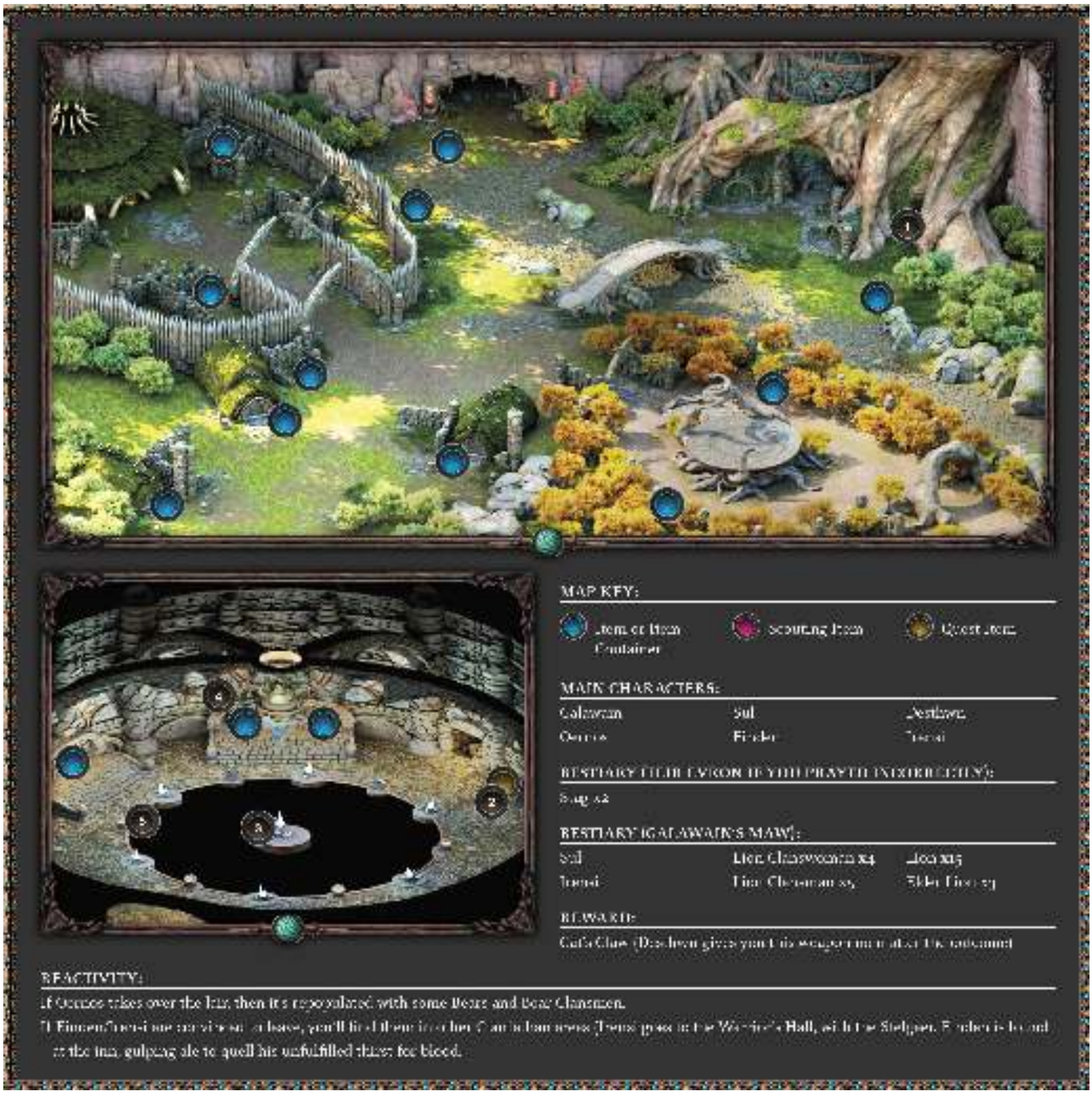


Act III: Side Quests

The Old Queen and the New King



Part 1: Pray to Galawain

Elms' Reach

Teir Evron

When you are ready to select a god, head to Elms' Reach and enter Teir Evron **(1)**. Once inside, take the Luminescent Adra Shard from the altar **(2)** on the room's right side and use it to activate Teir Evron via the crystal on the island **(3)** in the middle of the room. This starts the "Council of Stars" main quest. This side quest is one of four side quest options that are a requirement for completing "Council of Stars."

"The Old Queen and the New King" is the side quest dealing with the god Galawain. Galawain's shrine **(5)** is to the west (around the nine o'clock position). Before you interact with the shrine, go to the shelf **(4)** on the chamber's west side and take the "Book of the Hunt" from the bookshelf. Inside is the answer to which ritual words would be best spoken to Galawain. Now activate Galawain's shrine, and when asked to recite the ritual words, select number 3: "Survival begins with strength from within." This begins the side quest without having to battle two Stags, which you would have had to if you got the answer wrong.

Pray to Galawain once more. This time you have a vision about being in the woods, in a darkened room with candles behind you, and ahead you hear the howl of a hound. Respond by howling back. Suddenly you are either following or being chased by a creature through wet grass. A Bear leaps out at you and you run. Eyes appear behind you. When you look back again, the Bear and Lion are gone and all you see now is a stone wolf's maw, gaping wide enough to swallow you whole. Select: [Turn back to Teir Evron] to begin the quest. Head to Oldsong.

New Quest: The Old Queen and the New King

Objective: Travel to the stone maw in Galawain's vision

Oldsong

Galawain's Maw

You know the place; you've passed by it a hundred times. If you haven't explored it already, now is the time. Enter the dragon head cave known as Galawain's Maw **(6)**.

You enter Galawain's Maw into a large chamber **(7)** with riblike columns occupied by a small army of Fangs and their animal companions. Galawain wants you to resolve the stalemate between Sul—Galawain's favorite Lioness among all creatures of Eir Glanfath—and Oernos, a young but ferocious challenger to Sul's title.

Head into the next chamber and talk to Einden **(8)** after he is finished talking to Desthwn. Desthwn then walks into the next chamber. Einden explains that if you are here to see Oernos, then you are out of luck; he's out for a hunt. Ask him what he's doing here and why Oernos can't fight the Lioness. Einden explains that the lioness, Sul, holes up in the back of the Maw, surrounded by her pride, and the natural hazards of this place make it difficult. Offer to take care of Sul.

Head north into the next chamber **(9)**, known as the Fang's Heart, and speak with the elven man Desthwn, the leader of the Fangs. He walks into this room after speaking to Einden in the previous room **(8)**. Ask him what's wrong with the beasts. He replies, "They won't fight." Ask him any of the three choices given to progress the conversation. He explains he is powerless to act. One-half of the Fangs will cry favoritism if he tries to drag the Lioness out himself. Tell him you received a vision from Galawain. With that, he gives you Galawain's Maw Key and grants you permission to venture into the Maw. He warns you that Sul's Lions will attack intruders on sight.

Part 2: Eviction Notice

Quest Updated

Objective: Find the old lioness in Galawain's Maw

Use the key Desthwn gave you to unlock the door behind him and enter the maw caverns. Just around the first corner **(10)**, you will battle a Lion Clansman, Clanswoman, and three Lions. Advance to the next clearing **(11)** to the east and battle four more Lions. Use Scout mode to detect the floor trap in this location. Continue in Scouting mode to spot more floor traps while heading south through the narrow passage toward the bridge **(12)**.

Do not cross the bridge; instead, continue on the trap-heavy pathway heading east into a den of Lions. Defeat the three Lions, two Elder Lions, a Lion Clanswoman, and a Lion Clansman in this area. Once they are defeated, inspect the tangled thorns and vines on the easternmost wall **(13)**.

Through the Vines

Inspect the vines **(13)** that are blocking the passage to Sul's den. They move as if they are breathing. Select the option [Try to sneak through the living wall.] Halfway through, a party member steps on a dry, dead branch and a vine suddenly darts forward with unnatural speed, but you make it through unscathed. You suddenly find yourself in Sul's den **(14)**.

Sul's Den: Offing Sul

In the den **(14)**, Sul, Irensi, two Lions, a Lion Clanswoman, and a Lion Clansman greet you. Speak to the elven woman, Irensi. She assumes you have come to tell Sul to leave the Maw. You can ask her, “Why Sul refuses to face Oernos?” and “What are you (Irensi) doing here with Sul?”

Irensi says that she is defending the rightful champion of Galawain’s Maw and that Oernos is welcome to confront her here, as many challengers have in the past. She has earned the right to have the home advantage. You can now answer:

- “I’ll deal with Oernos.”
- “Sul isn’t the rightful champion.”
- “Goodbye (Leave).”

You must now decide who to side with. Look at the Reactivity of this quest and weigh the advantages of both options. You either have to defeat Sul here now or deal with Oernos. The reward is the same no matter which route you take.

If you are ready to side with Oernos, select:

- “Sul isn’t the rightful champion.”
- With that, Irensi reaches for her hatchet and asks you to choose your next words with care. Answer choices:
- **[Druid]** Go and fight him yourself response.
- **[Bleak Walkers]** Go and fight him yourself response.
- **[Hunter]** Go and fight him yourself response.
- **[Ranger]** Go and fight him yourself response.
- **[Attack]**
- “Wait a minute. I want to reconsider this.”

Any option besides “attack” will convince Irensi to leave on her own accord—except for the last choice, which is a way to go back and reconsider. All choices except the last one lead to a battle here. So, choose to attack and begin the battle.

Quest Updated

Objective: End the stalemate between Sul and Oernos in Galawain's Maw

Split your team into two and have half focus their attacks on Sul while the other half are on Irensi. Not surprisingly, beasts with fur seem to hate fire attacks, so use fire magic when you can. Once Sul goes down, the quest updates and Oernos enters the Maw through the north entrance **(10)**.

Quest Updated

Objective: Return to Galawain at Teir Evron in Elms' Reach

Sul's Den (Optional): Siding with Sul

If you want to side with Sul, then answer the following while talking with Irensi:

- "I'll deal with Oernos."

This also updates the side quest. So head back through the vines and talk with Einden, who has joined Oernos, who has just entered the Maw through the north entrance **(10)**.

Quest Updated

Objective: End the stalemate between Sul and Oernos in Galawain's Maw

Talk to Einden. When in the conversation you reach these options…

- "I could take care of Sul."
- "Oernos isn't the rightful champion."
- "What are you doing here?"
- "Goodbye."

…then select the second one: "Oernos isn't the rightful champion." Einden becomes defensive and says that you will have to go through him as well. These are your response options:

- **[Fighter]** "If Sul is so weak, then why doesn't Oernos go after her? The dangers wouldn't stop a worthy warrior."

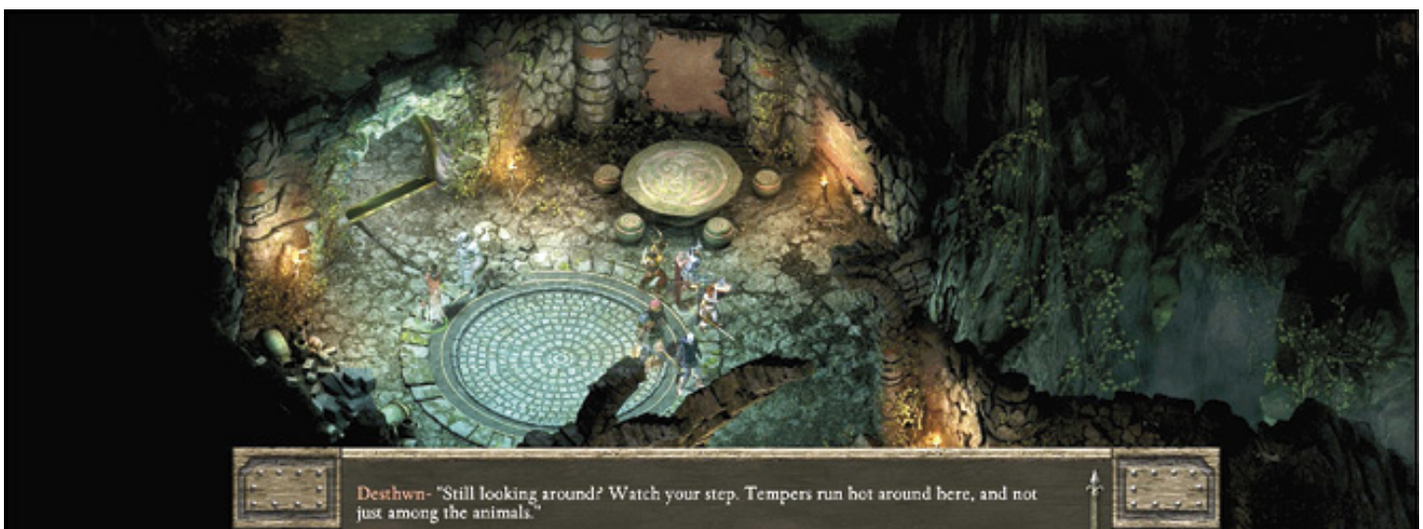
- **[Hunter]** Go and fight her yourself response.
- **[Darcozzi Paladine]** Go and fight her yourself response.
- **[Attack]** “Try me.”
- “Actually, I’m going to reconsider this.”

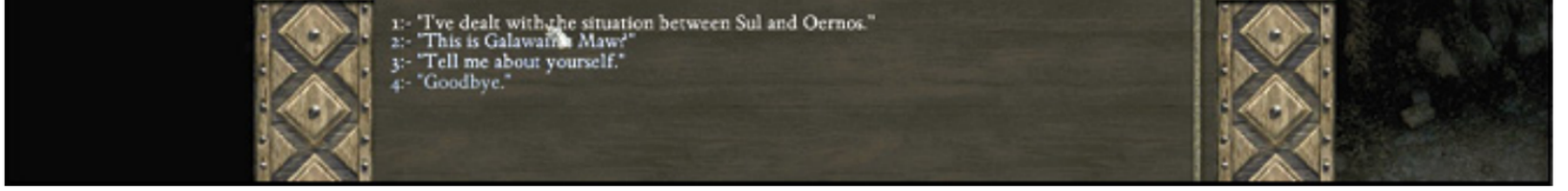
Any option besides “attack” will convince Einden to leave on her own accord—except for the last choice, which is a way to go back and reconsider. All choices except the last one lead to a battle here. So, choose to attack and begin the battle. If you choose one of the options that encourages Orenos to go fight Sul on his own, keep Einden out of the fight. The quest updates after the battle is won.

Part 3: Conclusion

Quest Updated

Objective: Return to Galawain at Teir Evron in Elms’ Reach





Before you leave the Maw, talk to Desthwn **(9)** to receive the Cat's Claw (a one-handed sword). He didn't care much who won the battle, just as long as the situation was taken care of; therefore, no matter who became the victor, you always receive the weapon here. Now return to Teir Evron **(1)** in Elms' Reach.

Elms' Reach

Teir Evron

Pray to Galawain **(5)** at his shrine one last time. If you are prepared to have Galawain as your god to follow you through to the end, then answer with any responses you choose. There are no wrong answers until you reach the final response menu. Here you should choose, "I pledge now that I shall convert the captured souls into essence to strengthen the Dyrwood." This completes the side quest and updates the "Council of Stars" main quest.

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Act III: Tasks
Introduction

Tasks

Task	Start Location	Quest Giver	Advances Main Quest?
Songs of the Wild	Oldsong	Delem	No
The Sealed Missive	Elmshore	Dying Monk	No
Hard Bargain	Hearthsong	Rinatto	No

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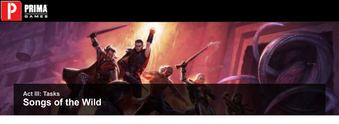
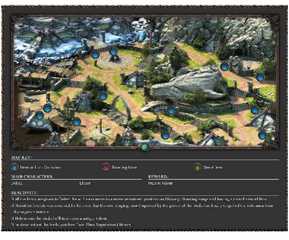
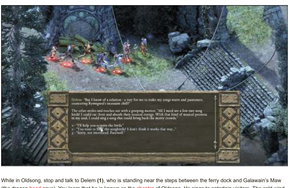


Act III: Tasks
Songs of the Wild



Part 1: A Bird in the Hand

Oldsong


Dialogue: "The Chorus of a collective - a key for me to make my magic music and passionate, powerful, and emotional songs."
"The Chorus always starts out strong with a recurring motive. [3] I need just a few very strong words I could use over and over with the musical energy. With the kind of musical position I'm in, I could sing using the word 'song' over the entire course."
1. "I'll look for it."
2. "I'm not sure I like the song/idea? I don't think it works that way."
3. "Sorry, no musical knowledge."

While in Oldsong, stop and talk to Delem (**1**), who is standing near the steps between the ferry dock and Galawain's Maw (the dragon head cave). You learn that he is known as the chanter of Oldsong. He sings to entertain visitors. The cold wind has made visitors scarce, so now he wants to warn his songs up and says he needs to eat a few rare songbirds to absorb their musical energy. Makes sense. Agree and he gives you hints about where two types may be found:

- **Cloudsinger:** nests against the rocks of the highest mountains of Eir Glanfath.
- **Shardwing:** they prefer to nest in Adra formations.
- **Tiam:** often found throughout Twin Elms—often in high tree nests but some have been domesticated.

New Quest: Songs of the Wild

Objective: Find and Capture Three Rare Songbirds

Part 2: Egg Hunt

Bird 1: Hylea's Nest

While on the side quest "A Nest Above the Clouds," you can find one of the birds you are looking for. From the base of the nest stairway (**2**), if you head east along the dead-end pathway, you can find a Cloudsinger Songbird (**3**) in a nest on the side of the stone wall.

Bird 2: Elmshore

Pop into Elmshore and locate the Shardwing Songbird in a bush (**4**) on the side of the Adra arch.

Bird 3: Hearthsong

Finally, travel to Hearthsong and enter Llenai's home (**5**) to the right of the northern exit. You don't need to talk to her; just steal her Tiam Songbird from the crate to the right of the entrance and leave. However, if you wish to convince Delem not to eat the birds, you must talk with her to get her stance on eating birds to improve singing.

Quest Updated

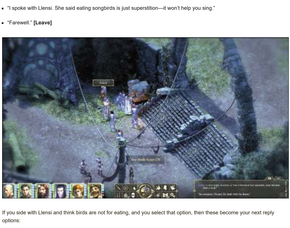
Objective: Return to Delem in Oldsong

Part 3: The Feast

Oldsong

Now return to Oldsong and talk to Delem (**1**) again. During conversation, you can convince Delem not to eat the birds or you can give all the birds to him. See the Reactivity and decide what decision is best for you. The conversation choices are:

- "So I have this bird…." (Give him the birds.)
- "I spoke with Llenai. She said eating songbirds is just superstition—it won't help you sing."
- "Farewell." **[Leave]**



If you side with Llenai and think birds are not for eating, and you select that option, then these become your next reply options:

- "She is indeed a wise woman … so why are you so eager to dismiss her opinion?"
- **[Chanter]** Convincing reply not to eat birds.
- **[Survival 4]** "Let me ask you this—do sparrow hawks sing well?"
- "I'm just telling you what she told me."

Any of these is followed by:

- "And yet, their favorite meal is a songbird. So if your belief is correct…"

This convinces him not to eat the songbird and you lose Reputation with Twin Elms (Minor). We suggest letting him eat the birds. With enough Resolve, Intelligence, and Perception you can convince him not to eat each individual bird and still have Delem receive the inspiration he seeks, which nets you his special talent reward.

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Act III: Tasks
The Sealed Missive

Part 1: Special Delivery

Elmshore

Cross the northeast bridge and look behind the trunk of the tree **(1)** closest to the bridge. Here you discover a Dying Monk and two Stelgaer. Defeat the enemy and speak to the monk. You can ask him what happened or help him to his feet—although he refuses this help; he's too far gone from Stelgaer attacks.

He's dying and wants you to deliver a missive to his brother; he will not be able to finish the task. Ask him about his mission to accept the task. The other conversation options here offer more information, the ability to kill him, or another option just to leave him alone. Let's help. He gives you a scroll.

The next option is one of the best in the game: the ability to decide if you want to peek inside the scroll before stowing it. What kind of person are you? And how much gold is at the end of that rainbow, eh? These are your options:

- Examine the scroll case.
- Stow the scroll case in your pack.
- Open the scroll case.

You can stow it or look inside. Let Reactivity be your guide. No matter the outcome here, the first objective is reached. And it's the same one you would receive regardless of your choice.

New Task: The Sealed Missive

Objective: Deliver Missive

Part 2: Five Monks, One Bed

Hearthsong

The Celestial Sapling

Now you just go on your merry way through the main quest until you reach Hearthsong's inn, the Celestial Sapling **(2)**. This is where you run into the Dying Monk's brother, in the bedroom on the right **(3)**. There are four Monks and a High Monk in the bedroom. They should have sprung for the suite. Speak to the High Monk—Dying's brother. Your conversation options:

- "Who are you?"
- "What brings your order to this place?"
- "I met another monk in robes like your own. He died of his wounds right as I found him."
- "Goodbye."

That third one catches your eye. Press it. He expects it has to do with his late delivery. Your next options:

- Show him the message.
- "I don't remember."
- **[Lie.]** "He said nothing and gave me nothing." [Deceptive; Minor]

Choose the first option if you are honest and have been honest the whole time and never looked inside the scroll. There's really no reason to choose the others even if you did look. The High Priest comments on the seal's state—if it's broken or not. And that's the end. He rewards you.

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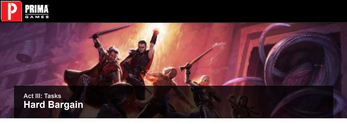
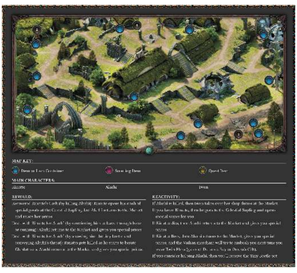
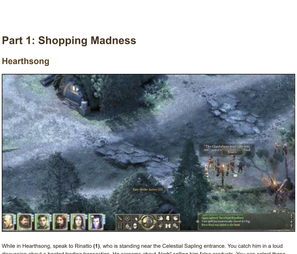


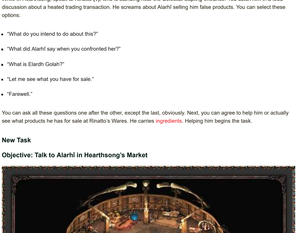
Act III: Tasks
Hard Bargain





Part 1: Shopping Madness

Hearthsong



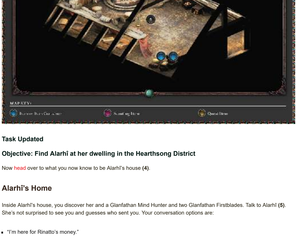
While in Hearthsong, speak to Rinatto (**1**), who is standing near the Celestial Sapling entrance. You catch him in a loud discussion about a heated trading transaction. He screams about Alarhil selling him false products. You can select these options:

- "What do you intend to do about this?"
- "What did Alarhil say when you confronted her?"
- "What is Elardh Golah?"
- "Let me see what you have for sale."
- "Farewell."

You can ask all these questions one after the other, except the last, obviously. Next, you can agree to help him or actually see what products he has for sale at Rinatto's Wares. He carries ingredients. Helping him begins the task.

New Task

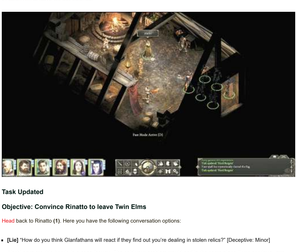
Objective: Talk to Alarhil in Hearthsong's Market



Hearthsong Market

Skip on over to Hearthsong Market (**2**) in the northwest. Enter and speak to Iwen (**3**). Tell her you are looking for Alarhil. She tells you she is home, not far from here.

Part 2: Spear of a Young Hunter



Task Updated

Objective: Find Alarhil at her dwelling in the Hearthsong District

Now head over to what you now know to be Alarhil's house (**4**).

Alarhil's Home

Inside Alarhil's house, you discover her and a Glanfathan Mind Hunter and two Glanfathan Firstblades. Talk to Alarhil (**5**). She's not surprised to see you and guesses who sent you. Your conversation options are:

- "I'm here for Rinatto's money."
- "I want to hear your side of the story."
- "I don't care about the Vallian. Maybe I can help you instead."

There are many outcomes here; check Reactivity and Rewards to decide how to proceed. For now, ask to hear her side of the story. She says he's lying about the product not being as advertised. He's just trying to cheat her. She says if you deal with him, you don't have to kill him, which is another option. This opens a couple special options for doing so: [Twin Elms: Positive 4] and [Lore 10].

If you side with Rinatto, then you can ask for his money at this point. It comes to a battle or ostracizing here to get the money back from her. However, she gives you a Beetle in a Cage if you side with her. You need to deliver that to Rinatto to threaten him to leave without violence.

Task Updated

Objective: Convince Rinatto to leave Twin Elms

Head back to Rinatto (**1**). Here you have the following conversation options:

- **[Lie]** "How do you think Glanfathans will react if they find out you're dealing in stolen relics?" [Deceptive: Minor]
- Alarhil gave me this beetle in a cage for you. She said your problem would end in the same place if you continue your stay in "Twin Elms."
- **[Leave]**

Choose the beetle option and he snaps at you and asks, "Just what makes you think the Glanfathans would believe your lies over my good word?" Your response options are:

- "I'm a Watcher, and the Anamfath will believe anything I tell them to believe." [Diplomatic Minor]
- "We'll see about that…." (Attack)

Attack and kill him for that Reactivity ending or tell him you are a Watcher. If you do, he gets angrier and tells you where you can stick the Beetle in a Cage. Your response options are:

- **[Dexterity 15]**
- **[Constitution 13]** Ignore Rinatto's feeble attack. [Stoic: Minor]
- **[Resolve 15]** Command Rinatto to stop. [Aggressive: Minor]
- "I wouldn't do that…."

All but the last option keeps Rinatto from dying next. If he dies here (by selecting the last option), he gets an arrow through the throat from a Glafathan archer. The Glanfathan Huntress's reasoning: "I'm sure you understand."

Part 3: Conclusion

Alarhil's House

Task Updated

Objective: Tell Alarhil you've dealt with Rinatto

Head back to Alarhil (**5**) and tell her Rinatto won't trouble you anymore. He's dead. Or he's left town (depending on your choices). This concludes the task and you receive the Tiny Beetle if you sided with Alarhil. See Reactivity and Rewards for the many outcomes.

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Main Quest: Act IV

The Watcher of Dyrwood: Sun in Shadow

Part 1: The Fearsome Depths of Breith Eaman

New Quest: Memories of the Ancients

Objective: Enter Sun in Shadow

Quest Completed: Council of Stars

You have done as the Delemgan advised and are carried in relative safety to the depths of Breith Eaman. Your pact with the gods means Thaos must be stopped before he can send souls of Dyrwood's Hollowborn to be consumed by his goddess Woedica. The voices in your head increase their babble; you must remain sane or be lost as Maerwald was. Begin **(1)** by venturing along the large cobblestone bridge, watching carefully for a trap to trigger **(2)**. Scout slowly forward and disarm the two traps before moving everyone beyond the bridge. Move into the central Adra tower chamber **(3)**.

Proceed counterclockwise around the balcony, fighting Shades and Spectres guarding a broken bridge, until you reach more spirits and an Adra Animat guarding a bridge to the northeast **(4)**. Cross the bridge, slaying two more Animats and watching for a trap. Open the door and head through.

Step into the chamber of towering Adra **(5)**, where the image of Iovara appears before you. You have much to discuss with her; your answers affect the ending to your adventure, so speak carefully. Her essence and yours are intertwined, and your discussions (as well as those of other party members) serve to press you forward. Exit this chamber, heading right (southeast), and take an immediate southwest walk to the stone steps leading down **(6)**. Searching the containers in the chamber before you exit yields much needed Camping Supplies.

Part 2: Out of the Darkness

Sun in Shadow (Level 1)

Quest Updated: Memories of the Ancients

Objective: Search for Thaos

The base of the stairs **(7)** leaves you waist-deep in darkness. This is the Sun in Shadow. Wade through the fog, passing the ashen remains of the ancient Engwithans. Head northeast toward a dim purple light **(8)**. As you stride near it, orbs of light explode from you and travel to the various lamps in the area, thus illuminating the chambers here.

Turn left (northwest) and cross the strange lava bridge, as the more ancient path to the northeast is cut off. Face three Engwithan Shades as the trail leads to a wider pathway **(9)**. Head east, stopping at the skeletons of two drakes. The Guardians' Dome **(10)** (the chamber behind them) contains another illumination pillar. Enter and you light the pathways ahead as you did in the beginning of this level. But this also awakens five Engwithan Shades. Defeat them, concentrating on one enemy at a time or splitting your team in half and working on two at a time.

The path turns to the southeast, with a foggy junction providing access to the southeast and a broken bridge to the southwest. Along the way you come across upright, charred corpses. Collect the fine items they contain. The side passage leads nowhere except to the remains of an Engwithan bridge **(11)**. You can leap across this bridge, the Walk of Souls, but only to get back to the entry area. Leaping to the Walk of Souls allows you to loot nice items and a set of camping supplies from an Engwithan carbonized body. Alternatively, you can use this as a shortcut to the Court. Instead, continue southeast, through the black fog, to a second dim purple light **(12)** that explodes as you reach it. Again you light the area and have to deal with the five summoned Engwithan Shades. Open the revealed Court doorway **(13)** to the northeast after the battle ends.

ANOTHER CHAMBER OF ENGWITHAN SHADES

There's another section of this floor to the southeast with items to pillage if you wish to search before descending. Expect another battle with five Engwithan Shades if you do so.

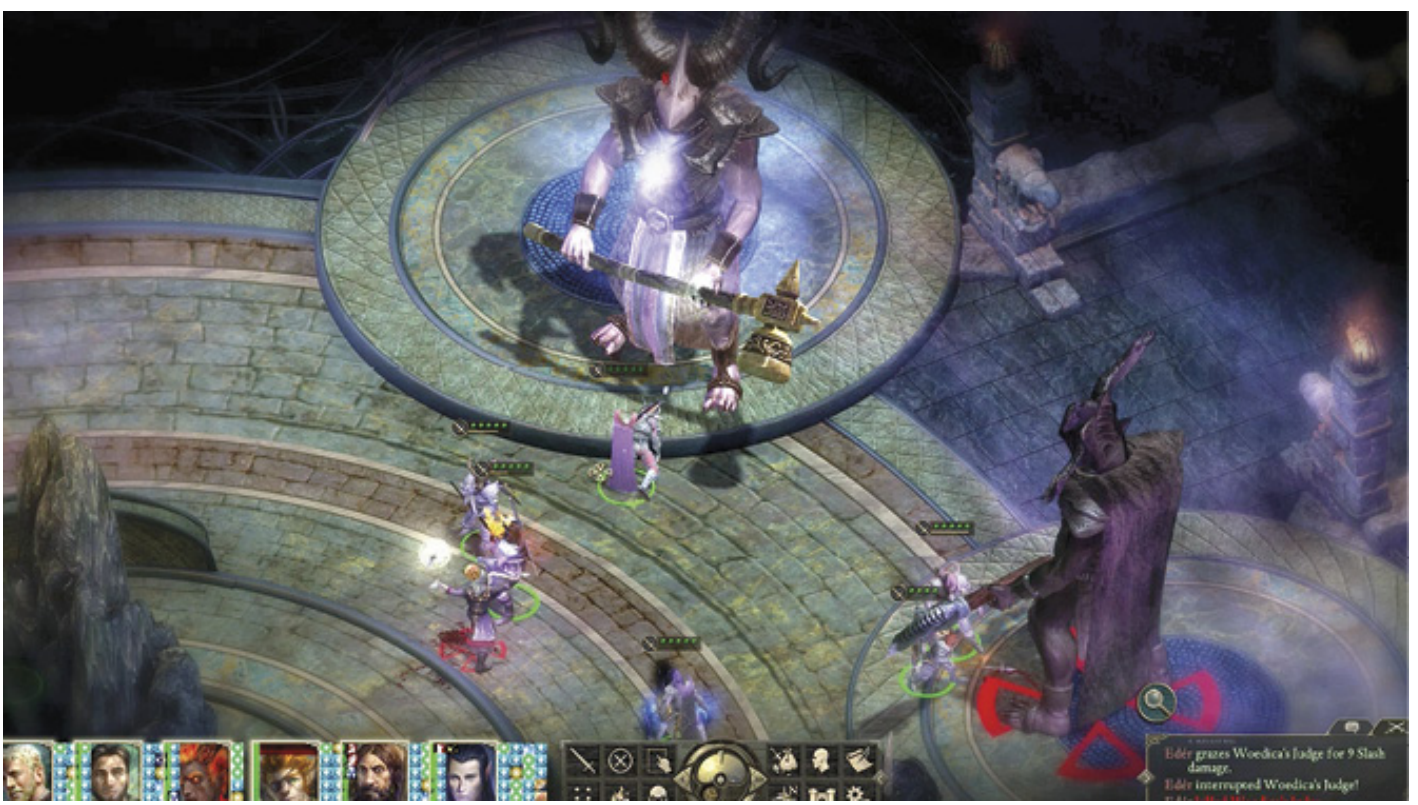
Part 3: And into the Light

Sun in Shadow: Court

Enter the Court. You've reached the spiral walkway that leads to the center of the Sun in Shadow **(14)**. Below is a whirling maelstrom of purple light, beneath the Adra formations. Head north and work your way around this ceremonial walkway, until you reach the central platform chamber with the Adra rock in the center of it **(15)**. Along the way you encounter ghosts with words of "encouragement."

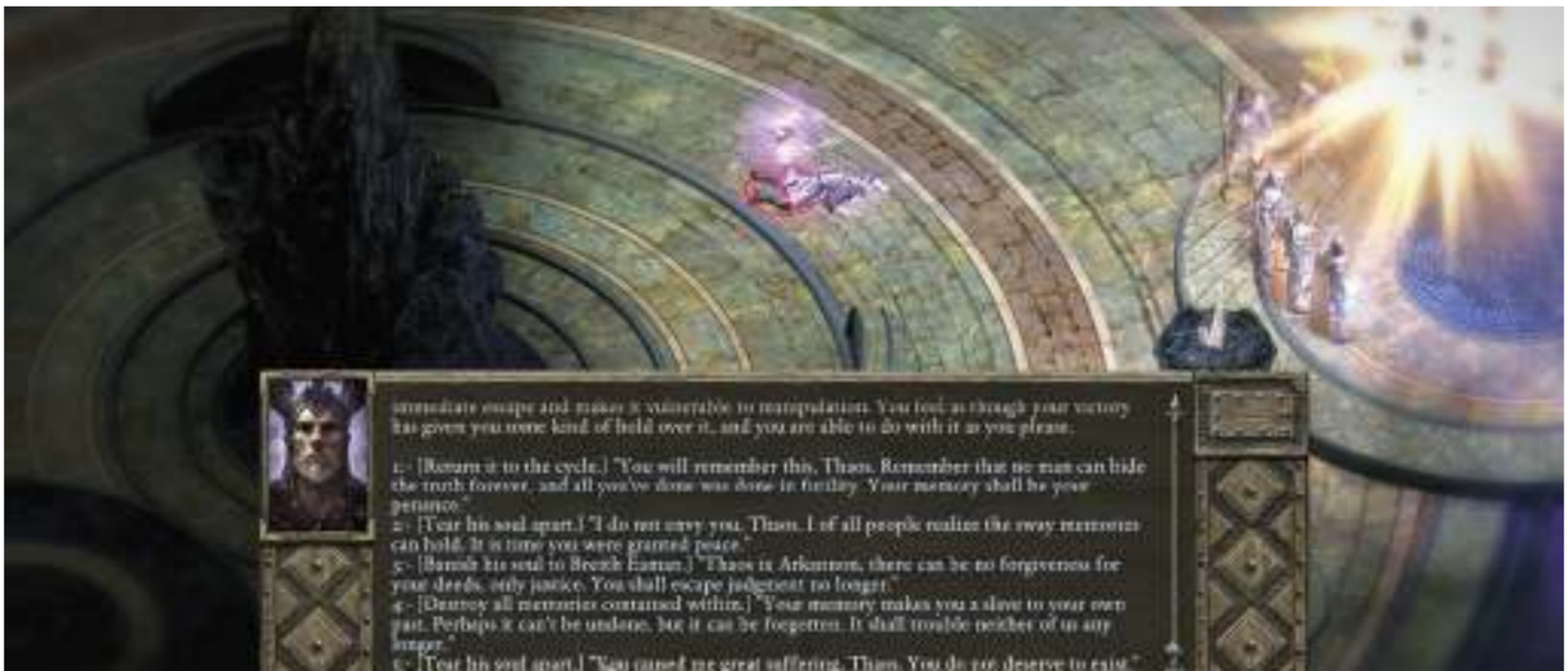
You've finally found Thaos in this giant domed chamber. He stands before the great pillar of Adra. Flanked by two imposing statues **(16)** and **(17)**, you begin a vision with Thaos here within the sanctum holy to Woedica. After the vision is over, the imposing figure of Thaos strides toward your party. After the second conversation (when he moves to the pillar), you can:

- Converse with Thaos at length, which delays the inevitable; your discussion ends at a violent impasse.
- **[Attack]** Choose to end your link with Thaos violently. It is inevitable.



You are plunged into combat not just with Thaos, but also the two giant statues flanking this chamber—Woedica's Judge and Woedica's Headsman. We suggest you put your magic users on Thaos and do your best to hold him and keep him from attacking while you split your remaining team into two and put a team on each of the statues. Once this epic confrontation is over and you emerge victorious for the final time, you may explore and control the flickering soul of Thaos and choose its fate. Pick from one of five options, which affects your ending:

- **[Return it to the cycle]**
- **[Tear his soul apart]** ("It was time you were granted peace.")
- **[Banish his soul to Breith Eaman]**
- **[Destroy all memories contained within]**
- **[Tear his soul apart]** ("You do not deserve to exist.")



Bestiary
Bestiary Breakdown

Creature Intel

There are numerous types of creatures in the game and, if you want an edge in combat, it's important to gather as much information about them as possible. A high Lore value is an indispensible trait in a party. It allows the group to record the stats of a monster in the game's Bestiary. Depending on the Lore value and type of creature, it can take several encounters to fully reveal a creature's secrets. Fortunately, you can immediately access the full details on any creature with this guide!

A Tactical Edge in Combat

Many battles are won or lost before entering combat. Use Scouting mode to sneak up on foes you are about to engage. When the cursor is placed over an enemy, its defenses can be revealed if its stats have been stored in the Bestiary. A quick glance at this completed Bestiary reveals the enemies strengths, from their attributes, as well as their weaknesses in defense. The foes Damage Reduction is clearly listed, along with what specific type it can resist. By glancing at its four defensive categories (Deflection,Reflex, Will, and Fortitude) and damage reduction, it should become clear which attack type that creature is most susceptible to. Alter weapon choices and spells to prey on enemies' relative weakness and avoid attacking its area of highest damage reduction.

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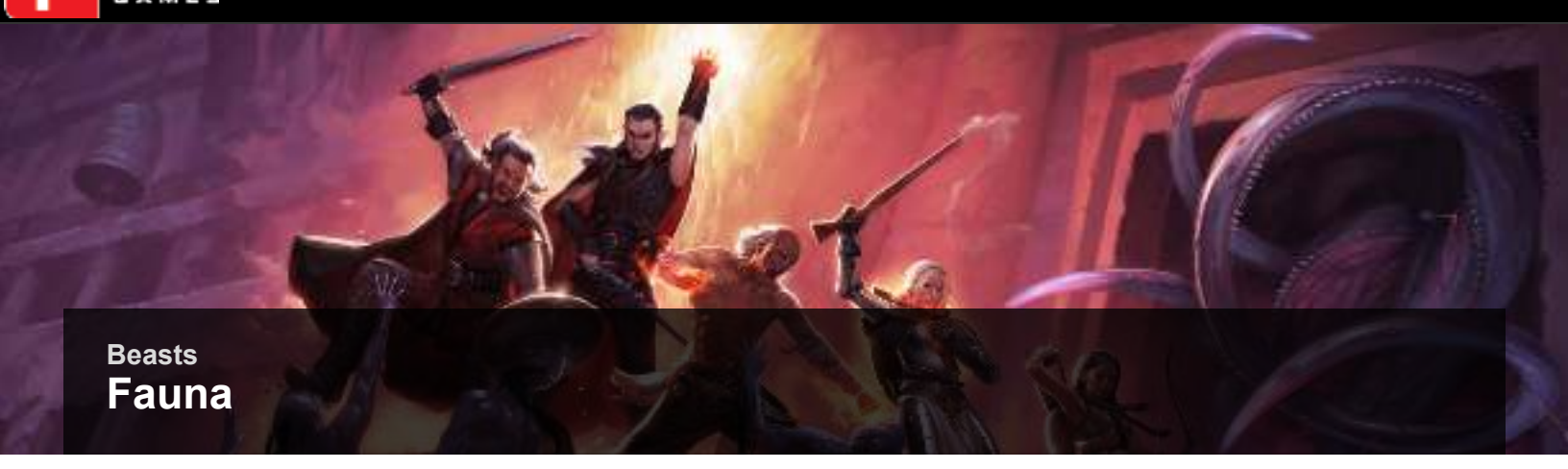

FAUNA

Antelope

Antelope are commonly found across the plains of the Eastern Reach. Though colonization and subsequent hunting have thinned their numbers, they still thrive in lightly forested areas throughout the Dyrwood. Antelope are not generally hostile, but may be found in the company of rangers as fearsome animal companions.

Level 1 - Young Antelope/Stag

Level 5 - Antelope/Stag

Level 9 - Elder Antelope/Stag

Endurance: 97
Accuracy: 52
Attributes:
- Might: 14
- Constitution: 15
- Dexterity: 17
- Perception: 16
- Intellect: 8
- Resolve: 8

Defenses:
- Deflection: 41
- Reflex: 58
- Fortitude: 50
- Will: 25

DR: 4

Bear

The Dyrwood has a healthy bear population, though most avoid the civilized areas and roads used by kith. Nobles sometimes hunt bears for sport, but most colonists, old-timers, and Glanfathans simply avoid them. The forests of the Eastern Reach contain game that puts up far less of a fight than an angry bear.

Level 1 - Young Bear

Level 5 - Bear

Level 9 - Elder Bear

Endurance: 107
Accuracy: 58
Attributes:
- Might: 21
- Constitution: 19
- Dexterity: 10
- Perception: 14
- Intellect: 6
- Resolve: 12

Defenses:
- Deflection: 43
- Reflex: 40
- Fortitude: 72
- Will: 29

DR: 7

Boar

Wild boars are considered a nuisance and danger in the areas that most colonists settle in. Aggressive and fearless, boars have killed many human and elven children, as well as fully-grown orlans. Packs of boars can be a threat to any traveler or explorer. They are notoriously difficult to put down, but their tusks are valued by traders and enchanters.

Level 1 - Young Boar

Level 5 - Boar

Level 9 - Elder Boar

Endurance: 94
Accuracy: 52
Attributes:
- Might: 15
- Constitution: 14
- Dexterity: 8
- Perception: 9
- Intellect: 12
- Resolve: 15

Defenses:
- Deflection: 41
- Reflex: 27
- Fortitude: 50
- Will: 46

DR: 4

Lion

Lions were once a common sight on the plains east and south of Eir Glanfath's great forests, but colonization in the Eastern Reach has pushed the great cats back to the relative safety of the territory between Glanfathan and Dyrwoodan communities. In addition to their great power, lions are known for their roar, a terrifying sound that can strike fear even into the hearts of the bravest kith.

Level 1 - Young Lion

Level 5 - Lion

Level 9 - Elder Lion

Endurance: 122
Accuracy: 42
Attributes:
- Might: 20
- Constitution: 18
- Dexterity: 17
- Perception: 17
- Intellect: 8
- Resolve: 12

Defenses:
- Deflection: 46
- Reflex: 60
- Fortitude: 68
- Will: 32

DR: 4

Wolf

"Where there are deer, wolves will soon follow." This Aedyran proverb, often spoken with the first phrase omitted, suggests the vulnerability that early settlers often felt in the Eastern Reach. It also speaks to the long association that the Aedyrans (literally "People of the Deer") have had with the four-legged predators that are as ubiquitous in the Dyrwood as they are in the Aedyran Empire.

Wolves are legendary for their speed and their ability to knock their prey prone, subsequently subjecting them to devastating attacks.

Level 1 - Young Wolf

Level 5 - Wolf

Level 9 - Elder Wolf

Endurance: 110
Accuracy: 42
Attributes:
- Might: 11
- Constitution: 14
- Dexterity: 16
- Perception: 15
- Intellect: 9
- Resolve: 10

Defenses:
- Deflection: 42
- Reflex: 54
- Fortitude: 42
- Will: 31

DR: 4

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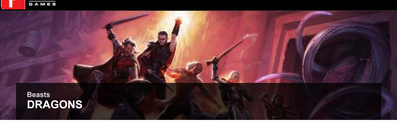

Wurm

Wurm

Level 2

Endurance: 68
Accuracy: 38
Attributes:
Might: 11
Constitution: 12
Dexterity: 17
Perception: 12
Intellect: 7
Resolve: 11

Defenses:
Deflection: 31
Reflex: 41
Fortitude: 29
Will: 20
DR: 10
Burn: 15

Young dragons begin their life cycle as wurms, though most never develop beyond that stage. Wurms are clever and sly, if not especially intelligent. To develop into a drake (and eventually a dragon), a wurm must have ample space and resources. They will not develop if they live near existing drakes and dragons. They must seek out a habitat that has not already been claimed by a larger counterpart.

Since the chances of further development are low, most wurms will band together in covens for survival. They are bold and highly aggressive creatures—the intense competition for food and territory demands this.

Drakes

Drakes represent the middle stage of a dragon's life cycle. They have developed from wurms, but have not reached (and may never reach) the dragon stage. Drakes aggressively defend their territory and seek to expand it as much as possible. They are actively hostile against other drakes, who represent competition for scarce resources.

Their coloration reflects the territory they have claimed. A drake living in a swamp, for instance, may be shades of green, brown, and black, and possess nictating membranes, a flat snout, and raised nostrils. While all drakes can breathe fire, many also develop alternate breath attacks, incorporating other elements.

Young Drake

Level 4

Endurance: 170
Accuracy: 64
Attributes:
Might: 17
Constitution: 16
Dexterity: 15
Perception: 9
Intellect: 7
Resolve: 9

Defenses:
Deflection: 53
Reflex: 37
Fortitude: 55
Will: 22
DR: 18
Pierce: 14
Burn: 36

Drake

Level 6

Endurance: 232
Accuracy: 70
Attributes:
Might: 18
Constitution: 17
Dexterity: 19
Perception: 10
Intellect: 8
Resolve: 16

Defenses:
Deflection: 66
Reflex: 53
Fortitude: 65
Will: 43
DR: 18
Pierce: 14
Burn: 36

Shadow Drake

Level 8

Endurance: 305
Accuracy: 76
Attributes:
Might: 22
Constitution: 19
Dexterity: 20
Perception: 10
Intellect: 8
Resolve: 13

Defenses:
Deflection: 69
Reflex: 61
Fortitude: 83
Will: 43
DR: 18
Pierce: 14
Burn: 36

Dragon

A full-grown dragon is colossal, taller than most buildings of kith construction when at rest. They can easily rise to twice that height when rearing up on their hind legs.

Dragons have reached the mature stage of their lifecycle. Like drakes, they have adapted to fit in their environment, but even more extensively. Their coloration, ornamentation, and even body structure will reflect their chosen territory, as will the attacks and defenses they can bring to bear. Because they have already claimed territory and rarely face a threat from other dragons or drakes, they are more conservative in nature and will not seek unnecessary conflict.

Only dragons can mate. This is generally the only occasion that causes a dragon to leave its lands or seek out others of its kind. Upon reaching the dragon stage, these creatures assume a gender. However, if surrounding populations are too heavily skewed one way or the other, individual dragons can change their sex. As creatures that reach this stage are so rare, this ability is critical to the survival of the species.

Dragons are more intelligent than most other sentient beings, but their solitary nature prevents them from interacting meaningfully with other species.

Sky Dragon

Level 10

Endurance: 392
Accuracy: 87
Attributes:
Might: 25
Constitution: 22
Dexterity: 18
Perception: 24
Intellect: 20
Resolve: 20

Defenses:
Deflection: 106
Reflex: 91
Fortitude: 101
Will: 87
DR: 21
Crush: 16
Burn: 16
Shock: 32
Corrode: 32

Adra Dragon

Level 12

Endurance: 477
Accuracy: 93
Attributes:
Might: 30
Constitution: 24
Dexterity: 20
Perception: 22
Intellect: 26
Resolve: 18

Defenses:
Deflection: 118
Reflex: 97
Fortitude: 121
Will: 101
DR: 28
Slash: 21
Burn: 35
Freeze: 21
Shock: 42

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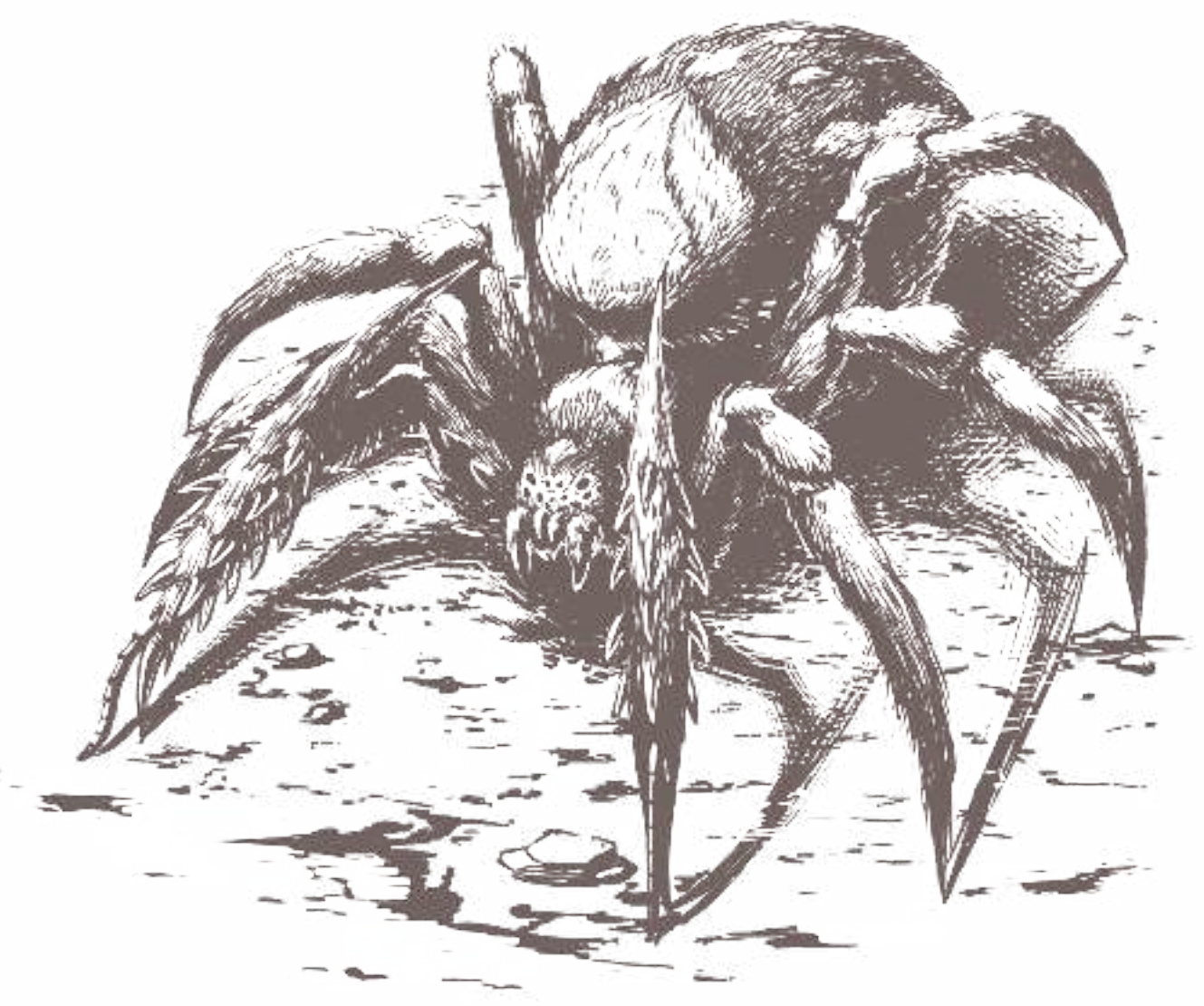
Beasts
Spiders



Enormous and hostile spiders come in a terrifying array of shapes, colors, and sizes throughout the Eastern Reach. Much more aggressive than their tiny kin, these giants actively seek out human and animal prey. Even the weakest of them, the spear spider, can easily kill a grown kith if the victim is unprepared. Though the spear spider lacks a poisonous bite, its piercing legs, from which its name is derived, can inflict terrible wounds, even through armor.

More deadly than spear spiders are ivory spinners and widowmakers, with both species possessing horrific poisonous bites. The ivory spinner also has the ability to fire webbing at its prey, slowing it down. Widowmakers do not cast webs, but their poison is extraordinarily toxic.

Seldom seen outside of the most remote locations in Eir Glanfath, the fabled crystal-eaters are enormous and powerful, possessing magical abilities some wizards believe have been developed through the consumption of adra and enchanted gemstones. In addition to their ability to raise a field of deadly crystal spikes, the venom of a crystal-eater temporarily turns a victim's flesh and blood to stone. Subsequent attacks by the crystal-eater on a petrified foe are quickly fatal.

Due to spear spiders' speed and unique method of attack, very brave (or foolish) swordsmen and women, particularly members of the Fangs, have traditionally fought them for sparring practice. Today, this tradition is hardly followed by any but the most rustic and rugged warriors-in-training. The spear spider is also known as one of the boldest arachnid hunters, as it tends to rely less on its webs and more on its barbed legs to capture prey. As a result, this species ventures further from its nest than most other spiders.

Spear Spider

Level 2

Endurance: 52
Accuracy: 33
Attributes:
Might: 14
Constitution: 13
Dexterity: 15
Perception: 13
Intellect: 8
Resolve: 10
Defenses:
Deflection: 31
Reflex: 39
Fortitude: 37
Will: 20
DR: 5
Pierce: 10
Burn: 3

Spear Spiderling

Level 1

Endurance: 33
Accuracy: 30
Attributes:
Might: 10
Constitution: 7
Dexterity: 13
Perception: 10
Intellect: 5
Resolve: 10
Defenses:
Deflection: 25
Reflex: 26
Fortitude: 15
Will: 11
DR: 3
Pierce: 6
Burn: 2

Ivory Spinner

Level 4

Endurance: 76
Accuracy: 39
Attributes:
Might: 15
Constitution: 12
Dexterity: 14
Perception: 12
Intellect: 7
Resolve: 12
Defenses:
Deflection: 38
Reflex: 41
Fortitude: 43
Will: 28
DR: 7
Slash: 14
Crush: 4

Ivory Spinner Spiderling

Level 2

Endurance: 45
Accuracy: 33
Attributes:
Might: 14
Constitution: 8
Dexterity: 14
Perception: 10
Intellect: 5
Resolve: 10
Defenses:
Deflection: 28
Reflex: 31
Fortitude: 27
Will: 14
DR: 4
Slash: 8
Crush: 2

Widowmaker

Level 6

Endurance: 105
Accuracy: 45
Attributes:
Might: 16
Constitution: 13
Dexterity: 16
Perception: 18
Intellect: 9
Resolve: 13
Defenses:
Deflection: 51
Reflex: 63
Fortitude: 53
Will: 39
DR: 9
Slash: 18
Burn: 5

Widowmaker Spiderling

Level 4

Endurance: 78
Accuracy: 39
Attributes:
Might: 14
Constitution: 13
Dexterity: 14
Perception: 15
Intellect: 8
Resolve: 11
Defenses:
Deflection: 40
Reflex: 47
Fortitude: 43
Will: 28
DR: 4
Slash: 12
Burn: 3

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Crystal Eater

Level 8

Endurance: 78
Accuracy: 51
Attributes:
Might: 21
Constitution: 15
Dexterity: 17
Perception: 15
Intellect: 11
Resolve: 15
Defenses:
Deflection: 56
Reflex: 65
Fortitude: 73
Will: 53
DR: 12
Pierce: 6
Corrode: 24

Crystal Eater Spiderling

Level 5

Endurance: 89
Accuracy: 42
Attributes:
Might: 16
Constitution: 12
Dexterity: 14
Perception: 13
Intellect: 8
Resolve: 12
Defenses:
Deflection: 42
Reflex: 46
Fortitude: 48
Will: 32
DR: 8
Pierce: 4
Corrode: 16

Beasts

Stelgaer

Stelgaers

Level 5 - Stelgaer

Level 9 - Elder Stelgaer

Endurance: 119
Accuracy: 42
Attributes:
Might: 19
Constitution: 17
Dexterity: 18
Perception: 18
Intellect: 7
Resolve: 10

Defenses:
Deflection: 45
Reflex: 64
Fortitude: 64
Will: 27
DR: 4

Stelgaers are large predatory cats. While juveniles are often lone hunters, mature stelgaers often band together in prides to defend territory, hunt prey, and care for their young. These cats are aggressive and highly adaptable, and particular strains of the species may be found in a range of environments, from hot plains to frozen tundra. Kith settlements have pushed them out of most of the territory around Defiance Bay. As a result, they are more common in Eir Glanfath. Their status as a deadly predator makes them a noteworthy trophy among followers of Galawain.

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Beasts
Beetles

Beetles are not quite man-sized, but they strike a sufficiently intimidating form to frighten off most travelers. The alarmingly large insects never fail to impress and terrify visitors, and reinforce the image of the Dyrwood as a barely civilized backwater. The expansive wilderness in and around Dyrwood (and Eir Glanfath) gives beetles plenty of room to multiply. The most successful species of large beetle have evolved to not only camouflage themselves in the surrounding environment, but also to grow carapaces made out of common and hardy materials, such as wood, stone, and adra. Glanfathan tribes have been known to fashion crude shields and even weapons out of the limbs and shells of these creatures.

Despite all appearances to the contrary, there is an underlying complexity to the common beetle. When they choose a material with which to develop their shell, they do so with a level of intention that borders on artistry. Wood beetles often burrow intricate holes in their carapaces. By blowing air through these makeshift pipes, they play an eerie music to attract mates. Stone beetles fashion rudimentary tusks and horns that help them to defend themselves and to attack prey. The intricacies of adra beetles are as of yet not well understood, save that they are notoriously difficult to kill.

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Wood Beetle

Level 3

Endurance: 87
Accuracy: 31
Attributes:
- Might: 12
- Constitution: 18
- Dexterity: 7
- Perception: 11
- Intellect: 10
- Resolve: 11

Defenses:
- Deflection: 33
- Reflex: 23
- Fortitude: 46
- Will: 28

DR: 7
- Slash: 14
- Crush: 4
- Pierce: 14
- Burn: 4

Stone Beetle

Level 5

Endurance: 127
Accuracy: 37
Attributes:
- Might: 14
- Constitution: 20
- Dexterity: 8
- Perception: 12
- Intellect: 10
- Resolve: 12

Defenses:
- Deflection: 41
- Reflex: 32
- Fortitude: 60
- Will: 36

DR: 15
- Slash: 30
- Corrode: 8

Adra Beetle

Level 8

Endurance: 195
Accuracy: 46
Attributes:
- Might: 15
- Constitution: 23
- Dexterity: 8
- Perception: 12
- Intellect: 11
- Resolve: 13

Defenses:
- Deflection: 51
- Reflex: 41
- Fortitude: 77
- Will: 49

DR: 18
- Pierce: 9
- Shock: 36

Oozes

An ooze is a mobile, carnivorous mold that develops in dark, dank places that experience little to no regular traffic. Oozes feed off of ambient bacteria, fungi, and small insects as they grow. They begin to seek larger prey, including humans, once they reach the size of a dog.

Like all living creatures, they have a measure of soul essence, but their lack of intelligence and a true nervous system makes them mindlessly aggressive and difficult to deter. Their viscosity and mobility enable them to perform surprisingly nimble attacks, and they are capable of “spitting” corrosive enzymes to break down flesh and armor. Some of the more dangerous variants of the species are disease vectors, making any confrontation with them especially perilous.

Lesser Black Ooze

Level 2

Endurance: 70
Accuracy: 28
Attributes:
Might: 10
Constitution: 13
Dexterity: 10
Perception: 8
Intellect: 12
Resolve: 10

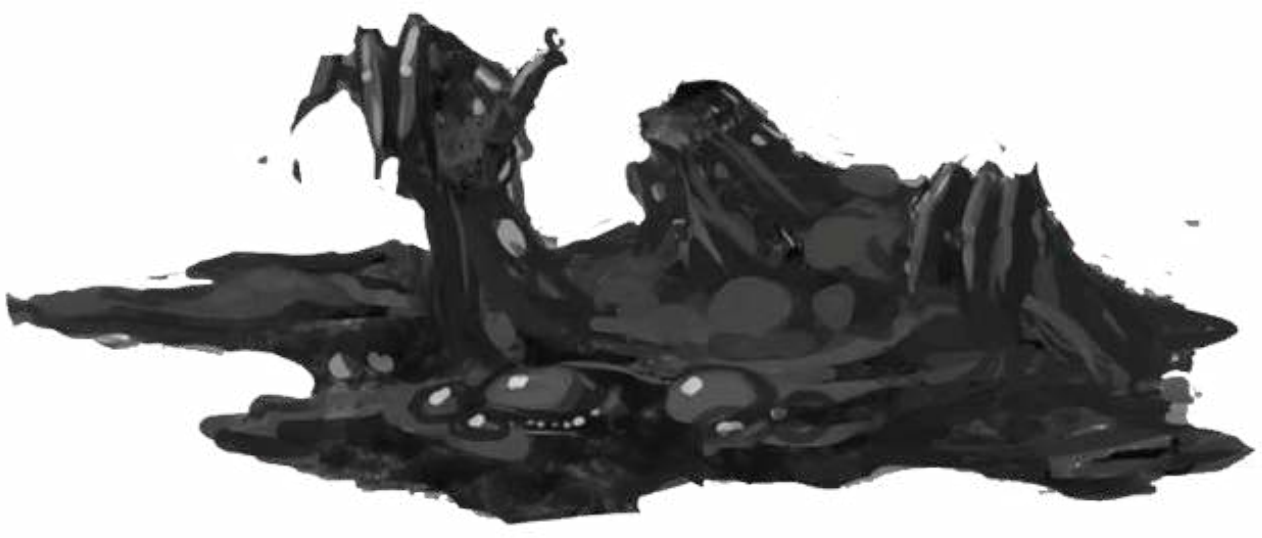
Defenses:
Deflection: 17
Reflex: 20
Fortitude: 29
Will: 27
DR: 7
Freeze: 4

Black Ooze

Level 4

Endurance: 110
Accuracy: 34
Attributes:
Might: 10
Constitution: 15
Dexterity: 10
Perception: 10
Intellect: 16
Resolve: 15

Defenses:
Deflection: 29
Reflex: 29
Fortitude: 39
Will: 51
DR: 9
Freeze: 5



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Greater Black Ooze

Level 6

Endurance: 159
Accuracy: 40
Attributes:
Might: 10
Constitution: 18
Dexterity: 12
Perception: 10
Intellect: 18
Resolve: 16

Defenses:
Deflection: 36
Reflex: 39
Fortitude: 51
Will: 63
DR: 11
Freeze: 6

Swamp Slime

Level 8

Endurance: 218
Accuracy: 46
Attributes:
Might: 10
Constitution: 22
Dexterity: 11
Perception: 13
Intellect: 21
Resolve: 15

Defenses:
Deflection: 44
Reflex: 49
Fortitude: 65
Will: 73
DR: 22
Burn: 11

Disease Pudding

Level 10

Endurance: 255
Accuracy: 49
Attributes:
Might: 23
Constitution: 25
Dexterity: 13
Perception: 11
Intellect: 20

Primordials
Delemgan

Delemgan

The delemgan are forest spirits of Eir Glanfath that are bound into ancient (often petrified) trees or adra monuments. They appear to have mostly elven-shaped bodies, but their skin is made of wood and their hair is long and plantlike (adragans appear to have skin made of adra). Delemgan glow slightly and often have tiny motes of light around them. They do not wear clothes, but lack sexual organs, as they only have the overall shape of humanoids. Delemgan are entirely magical beings and do not use physical weapons to attack. Their attractiveness is used in tandem with their magic, typically to stop attackers or lure them to their deaths.

These creatures draw their essence from their environments. While they have physical bodies and can be killed if those bodies are destroyed, their survival also depends on the health of their environment. They feel no natural animosity toward other beings, but they will defend their territories fiercely. Thus, delemgan and adragan ("adra-born") may individually be more or less hostile, depending on the well-being of their locale and whether other explorers or adventurers have, in the past, proved dangerous or benign. They are a natural roadblock to large-scale development. While rural tribes in Eir Glanfath often live peacefully alongside them, expanding or developing cities and towns may find themselves beset by hostile delemgan. Some kith, too, oppose the destruction of delemgan habitats. City-dwellers generally support the notion, believing that their souls will simply reincarnate in other forests or back into kith.

Delemgan are traditionally friendly toward rangers and druids. Their spiritual link with trees has led to greater understanding of the link between rangers and their animal companions, though a definitive connection has yet to be made.

Delemgan

Level 6

Endurance: 102
Accuracy: 40
Attributes:
Might: 9
Constitution: 12
Dexterity: 8
Perception: 17
Intellect: 15
Resolve: 13

Defenses:
Deflection: 50
Reflex: 45
Fortitude: 37
Will: 51
DR: 7
Burn: 4
Freeze: 4

Adragan

Level 9

Endurance: 152
Accuracy: 49
Attributes:
Might: 12
Constitution: 15
Dexterity: 8
Perception: 17
Intellect: 17
Resolve: 14

Defenses:
Deflection: 60
Reflex: 54
Fortitude: 58
Will: 66
DR: 10
Crush: 5
Pierce: 5

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Primordials
Pwgra

PWGRA

A delempwgra (“rotten leaf”), more typically called pwgra (“rotten”), is a delemgan that has been corrupted by the destruction of their home tree or adra stone. They are as ugly as delemgan are beautiful, spindly and emaciated with cool tones to their skin. Their hair is dead, dark, and slimy; their facial features contorted; and their teeth are long and sharp. Unlike delemgan, they are not surrounded by motes of light, and are more than willing to attack unfortunate travelers with their long talons. Pwgra decorate themselves with the skulls, skins, and feathers of animals they’ve killed.

Just as delemgan seek to maintain the health of their forests, pwgra seek to corrupt them, making the two species mortal enemies. The rot that infects them endows their attacks with a ghastly poison, but it also makes their bodies weak and brittle, leaving them vulnerable to piercing and crushing attacks.

Since they can no longer draw essence from a healthy forest, they must survive by drawing energy and essence out of plants, animals, and kith. This makes them natural allies with shadows, which feed by similar means and enjoy the benefits of a shared hunt.

They are hostile toward all life, but rangers and druids are their most common foes.

Pwgra

Level 6

Endurance: 108
Accuracy: 40
Attributes:
- Might: 15
- Constitution: 14
- Dexterity: 8
- Perception: 13
- Intellect: 10
- Resolve: 13

Defenses:
- Deflection: 46
- Reflex: 37
- Fortitude: 53
- Will: 41

DR: 15
- Burn: 8
- Freeze: 8

Menpwgra

Level 9

Endurance: 152
Accuracy: 49
Attributes:
- Might: 17
- Constitution: 15
- Dexterity: 9
- Perception: 15
- Intellect: 12
- Resolve: 15

Defenses:
- Deflection: 59
- Reflex: 52
- Fortitude: 68
- Will: 58

DR: 7
- Crush: 4
- Pierce: 4

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Sporeling

Sporelings are the larval form of dank spores. While more mobile and agile than their mature counterparts, these humanoid-shaped creatures are also far weaker. They spawn from the dank spores, and use their heightened mobility to seek nourishment. Like dank spores, sporelings feed off of both decaying organic matter and soul essence, and they must bulk up on a sufficient amount of both before maturing into dank spores themselves.

Sporeling

Level 3

Endurance: 138
Accuracy: 36
Attributes:
Might: 14
Constitution: 15
Dexterity: 8
Perception: 9
Intellect: 10
Resolve: 11

Defenses:
Deflection: 16
Reflex: 21
Fortitude: 44
Will: 28
DR: 7
Slash: 4
Crush: 14
Freeze: 14
Corrode: 4

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Dank Spore

Dank Spore

These giant mushrooms stand nearly as tall as adult aumaua, and are topped by a broad and colorful cap. Their enormous weight is held upright only by the dozens of roots surrounding their base.

Dank spores are unique, compared to other forms of fungi, in their appetite for the souls of living creatures. They often grow and move in groups along the forest floor, searching for weakened or exhausted travelers who are unable to fight back. Once they find a host, they bind to it and supply it with the basic nutrients required to keep it alive while they absorb its essence. Dank spores are extremely hostile once they find a host, and attack anything that gets close to their meal with their poisonous, barbed roots.

These creatures feed on the most corrupt and splintered energy of a soul first, continuing until the host is nothing but a soulless husk. This makes dank spore flesh useful to experienced apothecaries as a cleansing agent in soul purification medicines and techniques. Improperly applied, however, this treatment can lead to amnesia and, in extreme cases, soul fracturing.

Dank Spore

Level 4

Endurance: 187
Accuracy: 39
Attributes:
- Might: 16
- Constitution: 20
- Dexterity: 7
- Perception: 8
- Intellect: 11
- Resolve: 12

Defenses:
- Deflection: 19
- Reflex: 20
- Fortitude: 61
- Will: 12

DR: 7
- Slash: 4
- Crush: 14
- Freeze: 14
- Corrode: 4

Swamp Spore

Level 8

Endurance: 319
Accuracy: 51
Attributes:
- Might: 19
- Constitution: 21
- Dexterity: 7
- Perception: 9
- Intellect: 12
- Resolve: 14

Defenses:
- Deflection: 34
- Reflex: 34
- Fortitude: 81
- Will: 53

DR: 10
- Slash: 20
- Pierce: 5
- Freeze: 20
- Corrode: 5

Giant Dank Spore

Level 8

Endurance: 326
Accuracy: 51
Attributes:
- Might: 21
- Constitution: 22
- Dexterity: 7
- Perception: 9
- Intellect: 12
- Resolve: 14

Defenses:
- Deflection: 34
- Reflex: 21
- Fortitude: 44
- Will: 28

DR: 12
- Slash: 6
- Crush: 24
- Freeze: 24
- Corrode: 6

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Lurker

Swamp lurkers are actually a colony of several different species of parasitic, carnivorous plants and fungi working together to hunt common prey. The coexistence of so many separate organisms can make them hard to kill, and it's usually best to sever the parts that enable locomotion or to light the entire colony on fire.

While the creation of a swamp lurker is a bit of a mystery, some speculate that they form when certain species of flesh-eating plants join together on a common host, such as a soulless victim of dank spores, and become strong enough achieve animation. This theory is supported by the fact that most swamp lurkers, when cut open, contain bones and other remains riddled with roots and spores.

Swamp lurkers are notorious for hiding in plain sight, often remaining motionless and waiting amongst the trees and underbrush to ambush their prey. They are sophisticated enough to store food; it's not uncommon to see several unconscious victims tangled in a swamp lurker's vines, being saved for a later feeding.

Forest Lurker

Level 7

Endurance: 261
Accuracy: 51
Attributes:
- Might: 22
- Constitution: 17
- Dexterity: 9
- Perception: 15
- Intellect: 12
- Resolve: 13

Defenses:
- Deflection: 36
- Reflex: 46
- Fortitude: 76
- Will: 48

DR: 8
- Pierce: 16
- Burn: 4

Swamp Lurker

Level 5

Endurance: 213
Accuracy: 42
Attributes:
- Might: 16
- Constitution: 19
- Dexterity: 7
- Perception: 8
- Intellect: 9
- Resolve: 13

Defenses:
- Deflection: 23
- Reflex: 23
- Fortitude: 62
- Will: 36

DR: 6
- Slash: 3
- Crush: 12
- Freeze: 3
- Corrode: 12

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Spirits
Blights

Blights

These amorphous clouds rapidly swirl with violent energy. Within the maelstrom, dozens of humanoid shapes materialize and vanish within an instant. Faces scream in silent agony while hands desperately clutch and claw at the air around the mass.

Bîawacs (spirit winds), as these storms are known, often create blights. If souls are ripped free of bodies and caught in the center of the storm, they may become stuck together and bonded with any other elemental substances in the maelstrom. They are pure chaos and confusion, and destroying them is considered a mercy to the souls trapped within.

Experimenting with blight creation is yet another questionable activity that has earned animancers a bad reputation in many circles. Some see it as dangerous and inhumane, others as a means to an end. The creation of blights is an accusation many fearful kith level at animancers.

Earth Blight

Level 2 - Lesser Blights
Level 6 - Blight
Level 9 - Greater Blights

Endurance: 119
Accuracy: 40
Attributes:
Might: 16
Constitution: 18
Dexterity: 12
Perception: 10
Intellect: 11
Resolve: 9

Defenses:
Deflection: 40
Reflex: 39
Fortitude: 63
Will: 35
DR: 10
Slash: 10
Crush: 5
Freeze: 5
Corrode: 20

Flame Blight

Level 6-Endurance: 102

Accuracy: 40
Attributes:
Might: 12
Constitution: 12
Dexterity: 20
Perception: 13
Intellect: 10
Resolve: 9

Defenses:
Deflection: 42
Reflex: 61
Fortitude: 43
Will: 34
DR: 12
Burn: 20
Freeze: 5

Rain Blight

Level 6

Endurance: 102
Accuracy: 40
Attributes:
Might: 14
Constitution: 12
Dexterity: 20
Perception: 10
Intellect: 10
Resolve: 9

Defenses:
Deflection: 40
Reflex: 55
Fortitude: 47
Will: 34
DR: 12
Crush: 5
Pierce: 20
Freeze: 5
Shock: 20

Wind Blight

Level 6

Endurance: 96
Accuracy: 40
Attributes:
Might: 12
Constitution: 10
Dexterity: 18
Perception: 14
Intellect: 11
Resolve: 9

Defenses:
Deflection: 43
Reflex: 59
Fortitude: 39
Will: 35
DR: 10
Burn: 5
Freeze: 20

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Cean Gwla

Cean gwla are violent and confused spirits that have been unable or unwilling to move beyond the Shroud. More specifically, these are the spirits of women who die under particularly tragic or traumatic circumstances, hence the name “cean gwla,” which translates to “blood mother.” The popular image of the cean gwla as the spirit of a jilted lover has changed in recent years, as the effects of Waidwen’s Legacy have become more widely known. With so many Hollowborn arising and a similarly steep rise in cean gwla sightings, many assume these spirits are linked to mothers who have died in childbirth. In reality, the cean gwla manifest just as readily from the spirits of women who perished in violent crimes or accidents, or those who led particularly violent lives.

Cean Gwla

Level 9

Endurance: 163
Accuracy: 49
Attributes:
Might: 18
Constitution: 26
Dexterity: 8
Perception: 16
Intellect: 16
Resolve: 12

Defenses:
Deflection: 77
Reflex: 67
Fortitude: 107
Will: 78
DR: 4

Phantoms

Phantoms are souls that did not properly separate from the body after death. This usually happens as a result of severe trauma, particularly in the case of a violent death. Unlike lost souls, which are incapable of interacting with or being detected by normal mortals, phantoms (like shadows and cean gwla) maintain a connection to the physical world. They attack other life forms without discrimination.

Phantoms can also manifest from kith who lived particularly chaotic lives, including violent criminals and the insane. Anyone can become a phantom under the right circumstances, but the fear of phantoms—and their association with the mentally ill—can result in vulnerable populations being shunned across many communities.

Phantom

Level 3

Endurance: 50
Accuracy: 31
Attributes:
Might: 12
Constitution: 10
Dexterity: 16
Perception: 14
Intellect: 14
Resolve: 15

Defenses:
Deflection: 60
Reflex: 61
Fortitude: 45
Will: 64
DR: 8
Burn: 4
Freeze: 16

Spectre

Level 7

Endurance: 95
Accuracy: 43
Attributes:
Might: 9
Constitution: 12
Dexterity: 12
Perception: 16
Intellect: 14
Resolve: 16

Defenses:
Deflection: 75
Reflex: 69
Fortitude: 55
Will: 78
DR: 10
Burn: 5
Freeze: 20

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Spirits
Shadows

Shadows

Shadows are created when creatures with heavily fractured souls die without re-entering the cycle of rebirth. Because these souls are damaged, they drain essence from other creatures in a futile attempt to repair themselves. The more essence they steal, the more powerful and dangerous shadows become. As they devour essence, they pick up pieces of corporeal matter, giving them a visible, if indistinct, form. Luckily, shadows can draw only a small bit of spiritual energy from souls still attached to a body or bound to an object. They mainly rely on creatures like the pwgra, who can draw souls out of their physical form, to help them obtain the essence they crave.

Shadows have been known to draw spiritual energy from people while they sleep, when their souls are not bound as strongly to their bodies. This results in horrible nightmares that leave the person in an exhausted state the next day. If an entire town suddenly begins to suffer nightmares, it is highly probable that a strong shadow has taken up residence there.

Since shadows absorb spiritual energy, they appear invisible to creatures that rely on spiritual sight. This has led to experiments in binding shadows to armor or other objects to act as a cloak to obscure those who do not wish to be seen by such creatures.

Shadow

Level 1

Endurance: 30
Accuracy: 35
Attributes:
Might: 10
Constitution: 10
Dexterity: 14
Perception: 11
Intellect: 6
Resolve: 12

Defenses:
Deflection: 48
Reflex: 45
Fortitude: 35
Will: 37
DR: 8
Burn: 4
Freeze: 12
Shock: 12

Shade

Level 5

Endurance: 70
Accuracy: 47
Attributes:
Might: 11
Constitution: 10
Dexterity: 12
Perception: 16
Intellect: 6
Resolve: 14

Defenses:
Deflection: 67
Reflex: 63
Fortitude: 49
Will: 52
DR: 16
Burn: 8
Freeze: 24
Shock: 24

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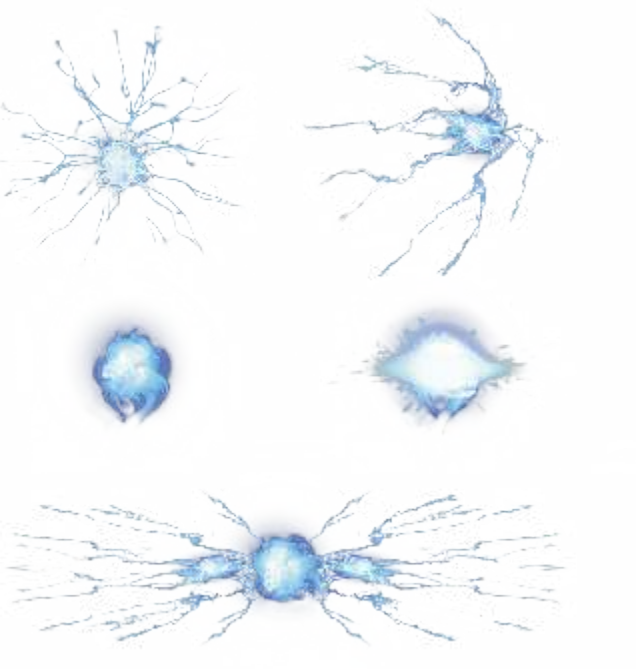
Spirits
Will-o-wisps

Will-o-wisps

In the cities of the Dyrwood, will-o-wisps hold an almost mythological status, and feature in several old wives' tales. One of the most popular of these suggests that will-o-wisps are the souls of lost children, wandering toward their next lives. In rural areas, those who come into regular contact with will-o-wisps regard these stories with some amusement.

Wisps are known to inhabit abandoned ruins and other such forgotten places. They are thought of as curious creatures that sometimes follow travelers for short distances. While typically peaceful, wisps are notoriously aggressive if provoked, and viciously defend their territories if they perceive these to be under threat. As a result, wisps are often described as the weeds of the spirit world—small, quick to regenerate, and nearly unstoppable in large numbers.



Will-o-wisps

Level 3

Endurance: 56
Accuracy: 31
Attributes:
Might: 7
Constitution: 8
Dexterity: 15
Perception: 16
Intellect: 15
Resolve: 16

Defenses:
Deflection: 58
Reflex: 48
Fortitude: 17
Will: 48
DR: 0

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Animats

Animats were initially created to serve as guardians for royal tombs. Their earliest creators bound the souls of their strongest warriors and servants to intricate sculptures, made of various materials in accordance to the rank of the soul captured within. As the knowledge of the technique for this process became more widespread, powerful animancers started creating their own animats to serve as personal guardians, using whatever weapons and materials lay at hand.

Animats can be created only through the use of loyal souls that hold a powerful dedication to protecting their charges. While the ritual to create them can still be performed upon unwilling subjects, a lack of resolve in a participant's soul can result in abominations which immediately attempt to destroy themselves in a violent manner, often inflicting collateral damage in the process. Even successful creations remain vulnerable to the onset of doubt, and most animat creators take great care not to allow such doubts to manifest.

Animat

Level 4

Endurance: 69
Accuracy: 34
Attributes:
Might: 16
Constitution: 15
Dexterity: 12
Perception: 10
Intellect: 12
Resolve: 16

Defenses:
Deflection: 40
Reflex: 33
Fortitude: 51
Will: 45
DR: 16

Adra Animat

Level 9

Endurance: 150
Accuracy: 49
Attributes:
Might: 17
Constitution: 22
Dexterity: 12
Perception: 10
Intellect: 12
Resolve: 16

Defenses:
Deflection: 55
Reflex: 48
Fortitude: 82
Will: 60
DR: 26

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Dargul

Darguls have reached the first irreversible step in the decay of a nominally dead body sustained by soul energy. At this stage, they have lost some portion of their memories and mental abilities, but retain the self-awareness to recognize their own decline. Their insatiable hunger and inevitable decay makes Darguls more reckless and aggressive than fampyrs, even as they are compelled to seek out secret and secluded environments to avoid drawing the attention and wrath of civilized communities. Some fampyrs dread this stage more than those that follow, for they know that they will retain enough of their faculties to fully experience their own downfall.

Dargul

Level 6

Endurance: 261
Accuracy: 40
Attributes:
Might: 10
Constitution: 22
Dexterity: 18
Perception: 12
Intellect: 12
Resolve: 10

Defenses:
Deflection: 42
Reflex: 55
Fortitude: 59
Will: 39
DR: 6

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Fampyr

Fampyrs are kith that have had their lives unnaturally extended. Though they retain most of a normal humanoid appearance, they are merely a few missed meals away from devolving into mindless monstrosities, and they know it. As fampyrs maintain individual personalities and memories, this morbid knowledge may manifest itself in a number of ways. Some may become reclusive and cautious, avoiding any threats that could prematurely weaken or destroy them, and others become outgoing hedonists, seeking to enjoy every pleasure the world has to offer while they can. Sooner or later, every fampyr (unless killed) inevitably succumbs to decay.

Fampyr

Level 8

Endurance: 326
Accuracy: 46
Attributes:
- Might: 18
- Constitution: 22
- Dexterity: 18
- Perception: 14
- Intellect: 13
- Resolve: 12

Defenses:
- Deflection: 62
- Reflex: 65
- Fortitude: 81
- Will: 51

DR: 10
- Burn: 5
- Freeze: 15

Because fampyrs require living essence to stay alive, and the blood of kith provides the richest and most immediate source of it, they are shunned by most civilized communities. As a result, fampyrs tend to live at the fringes of society, if they participate in it at all.

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Gul

It is generally understood that guls retain enough cunning to make dangerous hunters and adversaries, but not enough to be concerned about their rapid deterioration. Like darguls, they are drawn to secluded environments, though some gravitate toward cemeteries in search of readily available flesh. The meat of dead kith satisfies some of a gul's hunger, but it does little to sate their need for soul essence. Inhabiting a graveyard may actually hasten a gul's decay, as it reduces their incentive to seek out living sources of food.

Gul

Level 3

Endurance: 124
Accuracy: 31
Attributes:
Might: 13
Constitution: 11
Dexterity: 14
Perception: 14
Intellect: 12
Resolve: 13

Defenses:
Deflection: 38
Reflex: 42
Fortitude: 34
Will: 36
DR: 0

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Revenant

Revenant

Level 1

Endurance: 83
Accuracy: 25
Attributes:
- Might: 12
- Constitution: 15
- Dexterity: 13
- Perception: 11
- Intellect: 10
- Resolve: 10

Defenses:
- Deflection: 16
- Reflex: 28
- Fortitude: 34
- Will: 20

DR: 5
- Slash: 3
- Freeze: 8

Revenants are undead that have devolved beyond even the relative intelligence of a gul. Revenants retain their instinctive hunger, but don't have the will or intelligence to reliably satisfy it. They are drawn to any environment where dead or dying bodies can be found.

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Skeleton

Skeletons no longer require flesh or essence, but their drive to kill has been instilled over many stages of progressive decay. As a result, they attack anything that approaches them, but won't attempt to consume it after it's slain. The essence that animates them is energy at its most basic level, as the skeleton has lost all measure of will, intelligence, or personality. If not killed, a skeleton may eventually grind itself into bone dust, or its essence may finally evaporate into the ether.

Skeletal savants are the remains of warriors, wizards, and other adventurous types. They are similar in overall properties to other skeletons, but they are more capable in combat and often retain rudimentary skills from their adventuring lives.

Death guards are an aberrant form of these skeletons, as they are skilled, powerful, and intelligent. When fampyrs wish to avoid the gradual decay associated with their condition, they can engage in a risky, expensive, and extremely painful process that separates the tissues from bone and leaves a perfectly aware skeleton. In this case, essence does not decay in the flesh; it instead resides in bone, a much hardier substance. Since the newly created death guard requires virtually nothing to survive and will not naturally decay further, it can "live" until it is killed.

Skeleton

Level 1

Endurance: 36
Accuracy: 25
Attributes:
Might: 15
Constitution: 10
Dexterity: 10
Perception: 13
Intellect: 12
Resolve: 9

Defenses:
Deflection: 17
Reflex: 26
Fortitude: 30
Will: 22
DR: 12
Slash: 18
Crush: 6
Pierce: 18
Freeze: 18

Skeletal Fighter

Level 5

Endurance: 104
Accuracy: 37
Attributes:
Might: 15
Constitution: 18
Dexterity: 9
Perception: 8
Intellect: 10
Resolve: 8

Defenses:
Deflection: 24
Reflex: 27
Fortitude: 58
Will: 29
DR: 12
Slash: 18
Crush: 6
Pierce: 18
Freeze: 18

Skeletal Ranger

Level 5

Endurance: 94
Accuracy: 37
Attributes:
Might: 14
Constitution: 14
Dexterity: 11
Perception: 16
Intellect: 11
Resolve: 10
Defenses:
Deflection: 33
Reflex: 46
Fortitude: 48
Will: 34
DR: 5
Pierce: 6
Freeze: 6
Corrode: 3

Skeletal Rogue

Level 5

Endurance: 92
Accuracy: 37
Attributes:
Might: 11
Constitution: 13
Dexterity: 13
Perception: 14
Intellect: 10
Resolve: 12
Defenses:
Deflection: 33
Reflex: 46
Fortitude: 40
Will: 36
DR: 6
Slash: 9
Corrode: 3

Skeletal Wizard

Level 5

Endurance: 79
Accuracy: 37
Attributes:
Might: 15
Constitution: 8
Dexterity: 10
Perception: 13
Intellect: 13
Resolve: 12
Defenses:
Deflection: 32
Reflex: 38
Fortitude: 38
Will: 42
DR: 7
Slash: 9
Pierce: 4
Freeze: 9

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Vessels

Death Guard

Death Guard

Level 10

Endurance: 196
Accuracy: 52
Attributes:
- Might: 12
- Constitution: 22
- Dexterity: 13
- Perception: 22
- Intellect: 30
- Resolve: 17

Defenses:
- Deflection: 61
- Reflex: 77
- Fortitude: 75
- Will: 101

DR: 12
- Slash: 18
- Crush: 6
- Pierce: 18
- Freeze: 18

Extraordinarily rare, death guards are sometimes created upon the demise of a particularly determined individual, who refuses to leave the physical world for the Beyond. Paladins are the most common subjects for this terrible transformation, but priests and other exceptional zealots often suffer the same fate. Death guards occupy their former bodies, but the energy that allows the soul to remain in the physical world rapidly consumes the flesh, leaving only bone behind. Death guards are often driven mad by their state. They are terrifying foes to behold, striking fear into those who stand before them. Their limited connection to the Beyond allows them to summon fearsome balls of flame, summon shadows, and even slay the living with a word.

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Constructs

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Flesh Construct

Level 5

Endurance: 208
Accuracy: 37
Attributes:
Might: 20
Constitution: 18
Dexterity: 9
Perception: 10
Intellect: 9
Resolve: 12

Defenses:
Deflection: 39
Reflex: 31
Fortitude: 68
Will: 34
DR: 4
Slash: 6
Crush: 6
Burn: 3
Freeze: 3

Like animats, flesh constructs are created by animancers and powered by a captive soul. Unlike animats, they are not dependent on the will and loyalty of the bound soul. Flesh constructs, therefore, cannot be undone by doubt, but are only capable of following simple instructions. They also tend to be shorter-lived than animats. Whereas the energy and faith in an animat's soul can sustain it for decades, even centuries, the soul bound to a flesh construct gradually fades away from its physical form, and the body eventually stops responding to the soul's energy. Opponents of animancy in general, and soul constructs in particular, see this as a soul's rejection of an improPerception: body, and as evidence that flesh constructs are an abomination.

Even among animancers, the creation of flesh constructs is controversial. Some see the process as a "soul lobotomy" and believe that a soul should be allowed to pass on to the next life rather than be used as mindless fuel for a body.

Wichts

Upon the onset of Waidwen's Legacy, desperate families turned to animancers for help. Transferring a lost soul into a living body was out of the question (for most), since almost all such transplants result in an immediate Awakening of the transplanted soul. The soul would regain the memories of a previous life, rather than that of the recently-born child.

Animancers were pressed to come up with a quick solution, though they cautioned against such haste: if an animal soul were put into a soulless child's body, the child might gain awareness, instinct, and volition. It was suggested that, as animal souls possess less individual personality and memory than kith souls, the children might be able to grow into their new soul over time, and imprIntellect: over the weaker animal spirit—thus developing into healthy children. Transplants were quickly performed throughout the Dyrwood, and tens of thousands of afflicted children underwent the process.

These children did seem to regain awareness and volition, and for a time the Saved children were believed to be cured. As they aged, however, it became clear that the Saved were not like other children. They held little understanding or concern for social norms, and often behaved strangely. Upon reaching adolescence, these differences began to manifest in physical changes of an entirely different kind from their maturing peers—the children began to turn into wichts.

Wicht

Level 1

Endurance: 28
Accuracy: 25
Attributes:
Might: 10
Constitution: 8
Dexterity: 17
Perception: 12
Intellect: 7
Resolve: 11

Defenses:
Deflection: 28
Reflex: 38
Fortitude: 17
Will: 17
DR: 0

The first of these was an orlan adolescent. Having come of age, she sprouted bestial fangs, and acquired a feral appetite. Though her family attempted to hide her condition, she eventually butchered them in their beds, and escaped into the wilderness. Other Saved children soon followed, and vast numbers of broken families were forced to witness their children's transformation into ravening beasts.

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Ogres

Ogres are large, thick-skinned creatures, standing 10-12 feet tall. They are heavily muscled and typically attired in the furs or skins of their prey. Clubs, axes, and maces of bone or wood are their preferred weapons.

Ogres are as intelligent (often more so) than “civilized” races, but their overwhelming hostility toward even their own species keeps their numbers low. Despite their natural intelligence, their volatile temperaments have historically prevented them from concentrating long enough to create anything of significant cultural value. Most live semi-nomadic, secluded lives in the wilderness, where they are less likely to encounter others. The only time they reliable come together is during the mating season, which often does almost as much to reduce their numbers as it does to replenish them. Ogres with a more “peaceful” streak take particular pains to avoid contact.

Ogre

Level 6 – Orger

Level 8 - Ogre Druid

Level 9 - Ogre Matron

Endurance: 285
Accuracy: 65
Attributes:
Might: 21
Constitution: 19
Dexterity: 12
Perception: 10
Intellect: 11
Resolve: 13

Defenses:
Deflection: 48
Reflex: 39
Fortitude: 75
Will: 43
DR: 10
Freeze: 20
Corrode: 5

On the rare occasions that ogres are found working together, they are almost always operating under the direction of an ogre matron. These matriarchs are even larger than male ogres, but tend to be less aggressive toward their own kind. Where ogres have banded together, they have often represented an insurmountable threat to other kith.

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Skuldrs

Skuldrs are large, mammalian creatures that dwell in caves in total or near-total darkness. As a result, they have poor vision and rely on their sense of hearing to navigate and find prey. The protrusions and hairs on their ears allow them to detect airflow, which is key to telling direction in an underground environment. They communicate through screeches and clicks, and use these vocalizations in a form of echo location. They are communal creatures, choosing to nest and raise young together.

Skuldr

Level 1 - Skuldr Whelp:

Level 3 – Skuldr

Level 9 - Skuldr King

Endurance: 72
Accuracy: 31
Attributes:
Might: 14
Constitution: 11
Dexterity: 14
Perception: 17
Intellect: 7
Resolve: 10D

Defenses:
Deflection: 38
Reflex: 48
Fortitude: 36
Will: 21
DR: 0

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Trolls

These gangly giants stand twice the height of average humans. Their bodies are covered in large, fungal growths which leak foul-smelling, pus-like fluid. Their oversized hands and feet extend to giant claws capable of rending a man in two. Dozens of slimy tendrils hang loosely from atop their oversized head, and their vast maws are filled with jagged, razor-sharp teeth. Trolls have long faces, chins, and noses, and are endowed with tangled masses of wiry, fungus-infected hair on the tops of their heads. They have never been observed to use weapons, tools, or clothing.

Looking at a troll, it can be difficult to tell whether they've evolved in harmony with lichen, moss, and fungi, or whether they've been overtaken by them. A troll's naturally clammy flesh provides the ideal growing environment for these plants. They provide camouflage, as well as some protection from the elements. The enzymes they produce also offer limited sustenance for trolls in lean times.

Because of their symbiosis with these plants, trolls generally dwell in heavily-wooded areas, although some may occasionally be seen in damp underground environments that also house an abundance of lichens and fungi.

Forest Troll

Level 3

Endurance: 190
Accuracy: 36
Attributes:
Might: 18
Constitution: 22
Dexterity: 9
Perception: 11
Intellect: 4
Resolve: 9

Defenses:
Deflection: 31
Reflex: 26
Fortitude: 66
Will: 13
DR: 5
Crush: 10
Burn: 3
Corrode: 3

Troll

Level 5

Endurance: 290
Accuracy: 42
Attributes:
Might: 24
Constitution: 26
Dexterity: 8
Perception: 11
Intellect: 5
Resolve: 11

Defenses:
Deflection: 39
Reflex: 31
Fortitude: 92
Will: 25
DR: 8
Crush: 16
Burn: 4
Corrode: 4

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Wilder
Vithrack

Vithrack

The vithrack are extremely rare and very dangerous creatures with natural cipher abilities. They are mostly humanoid in shape, slightly taller and thinner than humans, but boast fanged, spider-like heads. Similarly to spiders, they are capable of spinning silk. Rather than creating webs, they use this skill to fashion complex hive structures, along with their own very intricate and fine robes.

Male and female vithrack are indistinguishable from each other. They are primarily spellcasters and mental manipulators, like ciphers, though they also attack with their fangs when forced into close quarters. Vithrack psionic powers allow them to communicate mentally with one another. Like many social insectoids, their society includes a variety of specific roles, including scouts and defenders.

Despite their extreme intelligence and power, vithrack are not a major force in the world due to their extremely low birth rates. While these low birth rates are likely responsible for their famed hostility toward other races, they have also made the vithrack highly altruistic when it comes to their own kind. They defend their nests to the death.

Vithrack

Level 8 - Vithrack

Level 11 - Vithrack Exarch

Endurance: 72
Accuracy: 31
Attributes:
- Might: 14
- Constitution: 11
- Dexterity: 14
- Perception: 17
- Intellect: 7
- Resolve: 10

Defenses:
- Deflection: 38
- Reflex: 48
- Fortitude: 36
- Will: 21

DR: 8
- Slash: 12
- Crush: 4
- Burn: 12
- Freeze: 12
- Corrode: 4

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Wilder
Xaurips

Xaurips

Xaurips are reptilian humanoids about the size of orlans. They adorn themselves with the bones of fallen enemies—mostly xaurips from rival tribes. They also have an affinity for large feathers, which they hang and pin to their attire. Xaurip skin tones can vary from light green to a rustic brown. Their elongated snouts (which make speech impossible) and overly-aggressive behavior have hindered them from communicating with the more civilized races of the world. They live in secluded, tribal territories and are known for ruthlessly attacking anyone foolish enough to cross their path.

Xaurips revere dragons as deities and build their communities around the lairs of these powerful creatures. It is not uncommon for a small tribe to wander nomadically until it has found a drake or dragon to worship. Once a tribe dedicates itself to a dragon, they will defend it at all costs. Elaborate rituals, in which the dragon consumes xaurip sacrifices, are a normal practice. As a dragon grows in age and size, these sacrifices become large religious events that cost the lives of hundreds of xaurips. The power and prestige of a xaurip tribe directly correlates with the age of its dragon. The most powerful tribes have existed for hundreds, if not thousands of years. Warriors and shamans of these large tribes typically paint their bodies to resemble their draconic gods.

Xaurip

Level 1

Endurance: 36
Accuracy: 25
Attributes:
Might: 5
Constitution: 10
Dexterity: 16
Perception: 15
Intellect: 8
Resolve: 8

Defenses:
Deflection: 28
Reflex: 42
Fortitude: 11
Will: 13
DR: 4
Freeze: 2

Xaurip Champion

Level 5

Endurance: 104
Accuracy: 37
Attributes:
Might 20
Constitution: 18
Dexterity: 18
Perception: 14
Intellect: 11
Resolve: 13
Defenses:
Deflection: 44
Reflex: 56
Fortitude: 68
Will: 40
DR: 10
Freeze: 5

Xaurip Priest

Level 3 - Xaurip Priest

Level 7 - Xaurip High Priest

Endurance: 60
Accuracy: 31
Attributes:
Might 17
Constitution: 10
Dexterity: 15
Perception: 14
Intellect: 12
Resolve: 8
Defenses:
Deflection: 33
Reflex: 44
Fortitude: 40
Will: 26
DR: 4
Freeze: 2

Xaurip Skirmisher

Level 4

Endurance: 76
Accuracy: 34
Attributes:
Might 17
Constitution: 12
Dexterity: 16
Perception: 13
Intellect: 9
Resolve: 10
Defenses:
Deflection: 37
Reflex: 47
Fortitude: 47
Will: 28
DR: 7
Freeze: 4

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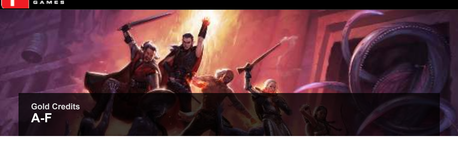

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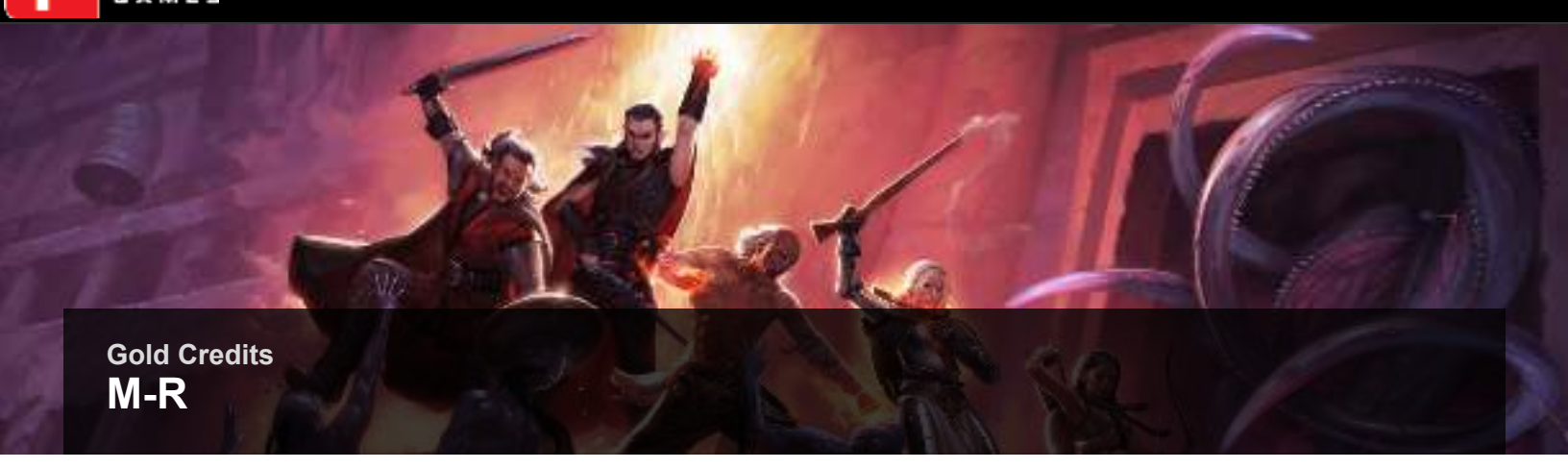

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